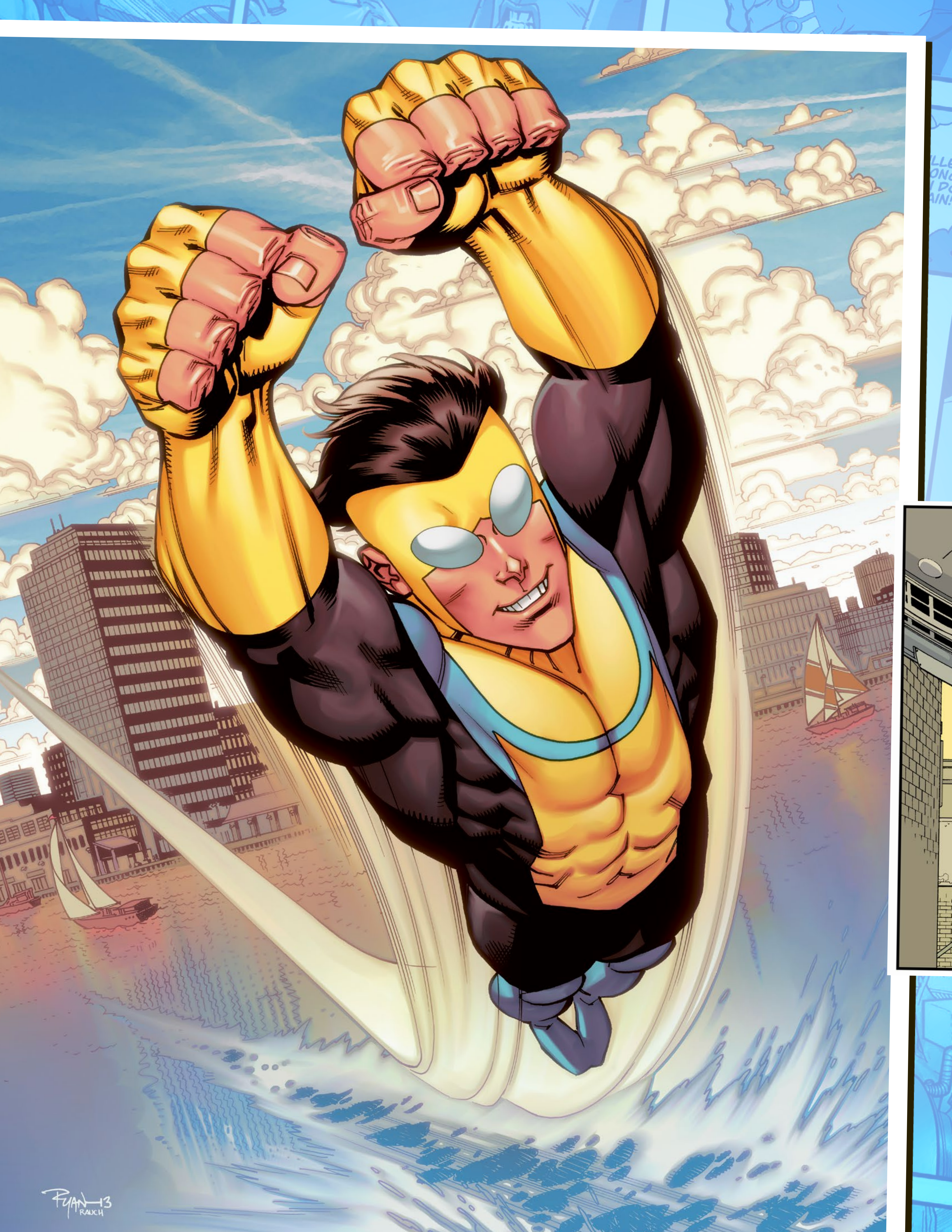
I KILLED YOU ONCE! I CAN DO IT AGAIN!!
...THE LAST VESSEL OF THE VILTRUM EMPIRE.
I'VE BEEN ABLE TO PINPOINT A FEW KEY AREAS, PLACES WHERE AN ELEMENT COULD BE ALTERED, CLIMATE ADJUSTED... TO CAUSE DISASTROUS, NO--EXPLOSIVE RESULTS.
NOT AT ALL. IF MY CALCULATIONS ARE CORRECT, ONE SHOULD BE GOING OFF RIGHT... ABOUT...
HEY-- HEY!

16+

FREE LEAGUE

INVINCIBLE™

SUPERHERO ROLEPLAYING


RYAN 13
RAUCH

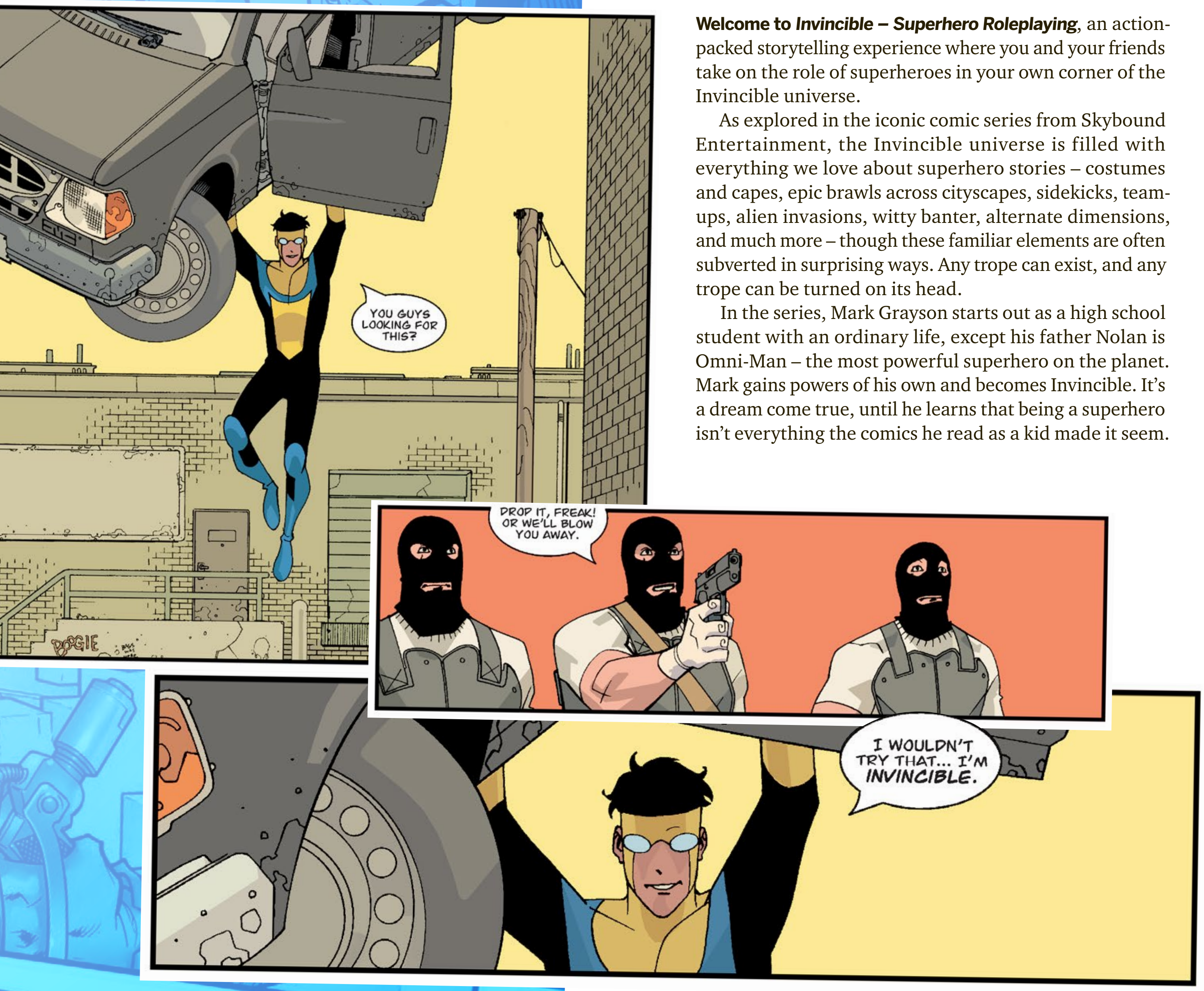
CHAPTER ONE

YOU MIGHT BE INVINCIBLE

Welcome to *Invincible – Superhero Roleplaying*, an action-packed storytelling experience where you and your friends take on the role of superheroes in your own corner of the Invincible universe.

As explored in the iconic comic series from Skybound Entertainment, the Invincible universe is filled with everything we love about superhero stories – costumes and capes, epic brawls across cityscapes, sidekicks, team-ups, alien invasions, witty banter, alternate dimensions, and much more – though these familiar elements are often subverted in surprising ways. Any trope can exist, and any trope can be turned on its head.

In the series, Mark Grayson starts out as a high school student with an ordinary life, except his father Nolan is Omni-Man – the most powerful superhero on the planet. Mark gains powers of his own and becomes Invincible. It's a dream come true, until he learns that being a superhero isn't everything the comics he read as a kid made it seem.


YOU GUYS LOOKING FOR THIS?
DROP IT, FREAK! OR WE'LL BLOW YOU AWAY.
I WOULDN'T TRY THAT... I'M INVINCIBLE.

Mark's world comes crashing down when Nolan reveals the true nature of his alien Viltrumite heritage and admits to killing the Guardians of the Globe – the world's top super-team. After a one-sided battle with his father, Mark is left battered and broken. Omni-Man departs Earth and leaves Mark to pick up the pieces. The full story of Mark's journey of grief, discovery, failure, growth, and triumph is told in a sprawling saga over the course of 144 issues.

Whether you choose to play an established character from the comic or create your own, this game is the story of what happens to your superheroes – the protagonists of your own saga.

You might be a wisecracking speedster, a super-genius inventor, a grizzled vigilante, a shape-shifting alien, or a high-flying symbol of hope. You could become your city's protector, travel to the far reaches of the world to thwart a secret evil, explore the darkest depths of Atlantis, or blast off into space to stop a cosmic threat. Whatever you play and wherever you go, you'll have to juggle relationships with patrols, face tough challenges and choices, learn how to use your powers…and discover more about yourself in the process.

Who knows? You might be INVINCIBLE.

Roleplaying Invincible

If you've never played a roleplaying game before, you're about to experience a whole new way to engage with stories unlike anything you can get with other forms of entertainment.

In a tabletop roleplaying game (RPG), each player – except one – chooses or creates a player character (PC) hero that teams up with other characters played by their friends. One player takes on the role of the Gamemaster (GM), who describes the world and portrays all the non-player characters (NPCs) the player characters encounter.

The game is a collaborative story told between the GM and the the players. Using a pre-written adventure or their own designs, the GM sets up challenges and scenarios, while the players choose how their characters respond – whether it's battling enemies, overcoming hazards, or facing unexpected dangers. Together, you shape the outcome of the story.

As a player, you decide how your character thinks, feels, and reacts, but neither you nor the GM decide what ultimately happens in the game – that's determined by the rules and rolling dice. You play the game to find out how your story goes.

Spoiler Alert!

This book includes characters, locations, events, and other details that are explored in the *Invincible* comic series. While these details do not outpace any major plot points that have been presented so far in the *Invincible* animated series, proceed with caution if you want to remain completely spoiler-free for either the comics or the show!

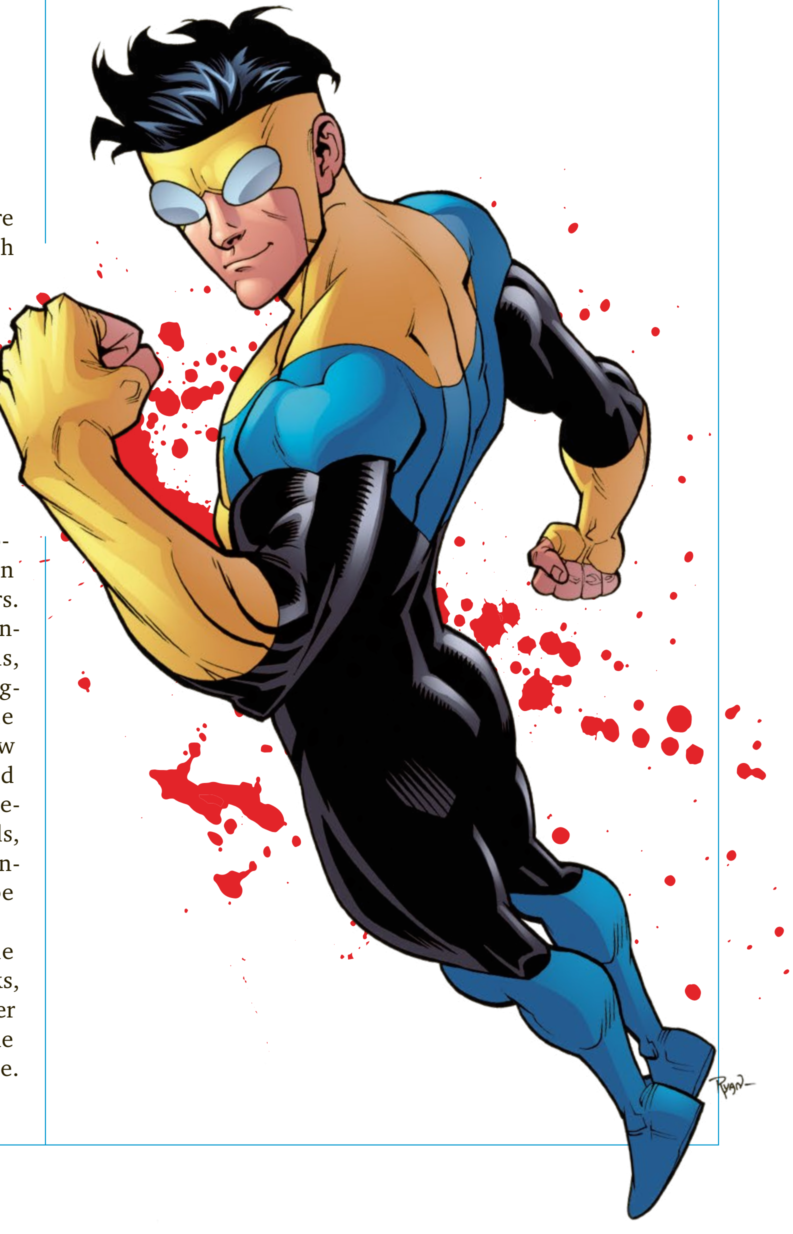
Adventures & Campaigns

Invincible – Superhero Roleplaying can be played in two modes – as separate adventures or in an ongoing campaign. These modes provide a framework to manage expectations whenever you come together to play – around a table or remotely online – for a game session. A session should typically feel like a single issue of a comic.

Adventures are brief standalone stories, intended to feel like a short comic event or crossover. Most adventures are designed to be played in a session or two and they can include pre-generated heroes, such as Metro Mayhem in the *Invincible – Superhero Roleplaying Starter Set*.

Campaigns are designed for a longer continuous story with the same cast of player characters over multiple game sessions, allowing you to explore the Invincible universe in a sandbox style, whether that is patrolling the streets or journeying to the far reaches of space. Guidance on how to explore this game mode can be found in chapter 7.

There is no hard line between the two game modes, as adventures can be extended or incorporated into longer campaigns.



Scenes

Invincible – Superhero Roleplaying is played in scenes. There are three main types of scenes in the game: **briefings**, **action scenes**, and **social scenes**.

- **Briefings** give the heroes information about where to go and what to do. An adventure typically starts with a briefing scene, but briefings can occur midway through the game as well.
- **Action scenes** are focused on action and combat (chapter 4) and typically involve the entire team of heroes working together. Often, but not always, action scenes are played out on a battle map.
- **Social scenes** are all about roleplaying and social interactions. Typically, a social scene involves two or three heroes, or one hero and one or more NPCs. A social scene will allow the heroes to recover lost Resolve (page xx).

Often, but not always, each hero will get the chance to play a social scene between each action scene. An adventure will typically outline the suggested scenes to play. In campaign play, the players and the GM will create the story together, suggesting scenes to play as the campaign progresses.

Measuring Time

There are two ways time is tracked in this game, depending on the situation at hand.

In intense combat and chase situations, the time unit used is the round. A round is about 5–10 seconds long, and you can typically perform one full and one quick action on your turn during each round. This is explained in detail in chapter 4.

Outside of rounds, time is not tracked on a detailed level – the GM simply states roughly how much time has passed, typically using one of the below terms:

- A few minutes
- A few hours
- A few days
- A few weeks
- A few months

Even when handled in this abstract manner, the passage of time affects certain aspects of the game, such as some **power and talent effects** (see chapter 3), and the **healing of critical injuries** (page xx).

CWO2

EACH PUNCH I THROW HAS THE WEIGHT OF EVERYONE I LOVE AND EVERYONE WHO LOVES ME BEHIND IT. YOU FEEL THE FORCE OF WHO I'M FIGHTING FOR WITH EVERY BLOW.

Key Themes

Invincible – Superhero Roleplaying features a few key themes that inspire the rules and serve as guidelines for how to capture the feel of the universe during play. Be sure to talk about these with your group before you start.

Coming of Age

Growing up is part of life, even for a superhero. A key aspect of that journey is conflict – how you face life's toughest challenges and grow from them. Invincible stands out by avoiding the endless retconning common in many comics. The story follows Mark from his younger years through the journey to the man he will become, and this kind of progression is reflected in the game.

Everyday and Epic Struggles

Balancing day-to-day life with the challenges of being a superhero is essential to the Invincible experience. Mark must navigate school, homework, and relationships while also learning to use his powers and battle super-villains. This tension between the ordinary and the extraordinary remains a key part of the story even as responsibilities grow and relationships evolve.

Bloody, High-Stakes Action

Over-the-top situations and graphic violence are a big part of Invincible stories, minus the typical plot armor found in many superhero tales. Characters engage in intense battles, suffer brutal injuries, and sometimes die. Death is often permanent (unless you're the Immortal). The game mechanics are designed to make combat fast, visceral, and impactful, with lasting consequences.

The Hero/Villain Dynamic

Invincible consistently challenges the traditional distinctions between heroes and villains. Heroes often behave in morally questionable ways, while villains sometimes show moments of true heroism. Corruption runs deep within organizations that are supposed to protect the world, and even characters who appear irredeemable can defy those expectations.

Power and Responsibility

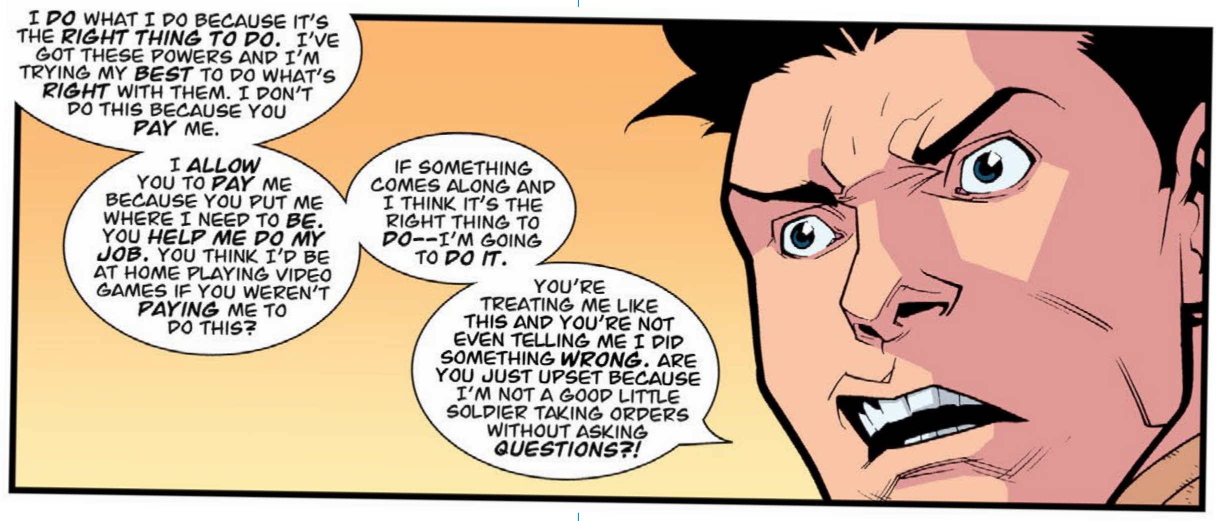
Power and its responsible use is core to Invincible. Mark initially enjoys the thrill of being a superhero, but he soon learns that power comes with significant responsibility. Throughout the series, he faces choices of how to best use his powers, while also coming to terms with what to do when those who are supposed to be responsible act irresponsibly.

Safety Tools

Invincible – Superhero Roleplaying presents a dangerous universe with graphic violence and situations that raise issues relating to personal morality. That said, this is still a game, and no players should be forced to deal with topics they find distressing in real life, or that make them feel unsafe at the table.

To make sure everyone is having fun and feeling safe, we recommend that you use safety tools before, during, and after the game. Examples of such safety tools are pregame discussions about lines and veils for subjects that players want to avoid or keep off-screen, safety cards to be shown during play by a player to indicate that they feel uncomfortable with what is happening in the game, and post-game debriefings.

Always respect any player's wish to raise a concern at any time during the game or even to leave the table if they want to. And don't forget to take breaks. More information about safety tools in tabletop roleplaying can be found online.


I DO WHAT I DO BECAUSE IT'S THE RIGHT THING TO DO. I'VE GOT THESE POWERS AND I'M TRYING MY BEST TO DO WHAT'S RIGHT WITH THEM. I DON'T DO THIS BECAUSE YOU PAY ME.
I ALLOW YOU TO PAY ME BECAUSE YOU PUT ME WHERE I NEED TO BE. YOU HELP ME DO MY JOB. YOU THINK I'D BE AT HOME PLAYING VIDEO GAMES IF YOU WEREN'T PAYING ME TO DO THIS?
IF SOMETHING COMES ALONG AND I THINK IT'S THE RIGHT THING TO DO--I'M GOING TO DO IT.
YOU'RE TREATING ME LIKE THIS AND YOU'RE NOT EVEN TELLING ME I DID SOMETHING WRONG. ARE YOU JUST UPSET BECAUSE I'M NOT A GOOD LITTLE SOLDIER TAKING ORDERS WITHOUT ASKING QUESTIONS?!

Realistic Heroism

Invincible is the story of Mark Grayson – the story of a hero. The intersection of his ideals and reality means mistakes and tragedies are inevitable. However, these challenges are never an excuse to give up or turn away from those in need. Failure is part of the job, but picking yourself up and moving forward should be too. You can't save everyone…but you can try.

Being a Hero

While the Invincible comic series deeply explores the complex line between heroism and villainy, this game assumes players are portraying characters that want to be heroes. They may not always succeed, but that is their core motivation.

Tools of the Game

While you improvise many parts of the game as you play, *Invincible – Superhero Roleplaying* includes several tools to help you create your story.

Character Sheets

Whether it's a pre-made PC for an adventure or a character you create for a campaign, everything you need to know about the rules for your character is documented on a character sheet. Some adventures include character sheets that are already filled in for you, and you can download blank character sheets from the Free League website.

Dice

Being a superhero means putting yourself in constant danger. It won't take long for you to end up in situations where the outcome is uncertain, no matter how powerful you are – when that happens, it's time to break out the dice.

Regular six-sided dice (also called D6) are required to play *Invincible – Superhero Roleplaying*, preferably 10–15 of them. You roll the dice when you perform a dramatic action that decides whether your hero succeeds or fails. A set of dice specifically created for the game is available for purchase separately and also included in the *Starter Set* for the game. These custom dice have the ◆ symbol on the 6 side and the ⊕ symbol on the 1 side. Rolling a ◆ usually means that the roll succeeds. If you fail your roll, you can push it – meaning you get to re-roll the dice, but any ⊕ rolled when pushing comes with a cost.

Rolling Dice

The rules sometimes ask you to roll D3, 2D6, and D66. D3 means you roll a D6 and divide the result by two, rounding up. 2D6 means you roll two six-sided dice and add the results together. D66 means you roll two D6. The first die represents the tens digit, and the second die represents the ones digit. That generates a result between 11 and 66.

Cards

For Invincible – Superhero Roleplaying, there is a custom deck of ten cards available in the separate boxed Starter Set. These cards are used for drawing initiative in combat (see chapter 4). If you don't have access to that deck, a normal deck of cards works fine, with the ace substituting for the one.

In This Book

This opening chapter introduces you to *Invincible – Superhero Roleplaying,* while the remaining chapters cover the following information.

- **Chapter 2 – Your Superhero:** Instructions for how to create your hero.
- **Chapter 3 – Powers & Talents:** Details on superpowers, boosts , talents, and drawbacks that signify what kind of hero you're playing.
- **Chapter 4 – Action & Combat:** Rules for combat, damage, recovery, adversaries, and challenges.
- **Chapter 5 – The Invincible Universe:** Primer providing guidance on capturing the feel of the setting and descriptions of key locations and organizations.
- **Chapter 6 – Running the Game:** Guidance intended for the GM about how to prepare and run a game session.
- **Chapter 7 – Campaign Play:** Tools to help set up campaigns , events and encounters, and non-player characters.
- **Chapter 8 – Dramatis Personae:** Descriptions and statistics for key characters from the Invincible universe.

The Starter Set

While you can play this game using only this book and some dice, the *Invincible – Superhero Roleplaying Starter Set* is the ideal starting point for the game. It includes condensed rules, pre-generated characters, custom engraved dice, rules reference sheets, custom cards for initiative and social scenes, action maps, cardboard standees, and the complete adventure *Metro Mayhem.*

R. OTTLEY
FF

CHAPTER TWO

YOUR SUPERHERO

SHAPESMITH?
THAT'S RIGHT. SHAPESMITH.
TELL THE WORLD THERE'S A NEW HERO IN TOWN.

Your player character – your hero – is your most important asset in Invincible – Superhero Roleplaying. Your hero is your avatar in the game world, one of the driving forces behind the story you are telling with your group. This chapter details how to create your own unique superhero, either quickly by using random dice rolls or carefully by deciding every detail yourself.

Character Sheet: To keep track of your character's game stats, you need a character sheet. You can photocopy one from the back of this book or download it from the Free League website and print it. Six pre-filled character sheets are included in the Invincible – Superhero Roleplaying Starter Set.

Pre-Generated vs Original Heroes

In some adventures, such as Metro Mayhem included in the Invincible – Superhero Roleplaying Starter Set, pre-generated heroes – drawn from the pages of the Invincible comic book – are already provided for you and the other players. All you need to do is decide amongst yourselves who plays which hero. If you can't agree on who to play, roll dice for it.

For playing in an ongoing campaign, you should create your hero yourself. Over the course of a campaign, your hero changes and grows. Your attributes, powers, and talents can be developed through experience, but you can also discover how your hero's personality changes and grows in a way that cannot be measured by numbers on a page. This is when your hero truly comes alive.

Creating Your Hero

1. Determine your rank.
2. Choose your archetype and role.
3. Determine your starting attributes.
4. Calculate your starting Health and Resolve scores.
5. Determine your starting powers.
6. Determine your power source.
7. Choose or roll your starting hero talent.
8. *Optional: Buy additional hero talents and take drawbacks.*
9. Choose or roll your occupation, along with a Resources score, occupation talent, and a key relationship.
10. Choose or roll your personality.
11. Choose or roll your drive.
12. Choose or roll your character flaw.
13. Choose or roll your name.
14. Assemble your team and base, along with a second key relationship

Hero Rank

Heroes in the Invincible universe have a wide range of abilities, from street-level costumed crimefighters to world-hopping paragons of power. Before starting a full campaign in Invincible – Superhero Roleplaying, you need to decide on your hero's rank. This is determined collaboratively with the GM during your group's session zero (page xx).

Typically, all heroes in the group have the same rank, and the GM uses the hero rank to set the campaign tone and determine the types of challenges your heroes will face. A brief overview of the ranks is provided below, with more details available in chapter 7. The default hero rank is Global Guardian.

- **Teen Upstart:** Your hero is young and unseasoned, grappling with the challenges of being a superhero while also navigating the trials of growing up. It's clear you still have much to learn, as everyone around you keeps telling you frequently. You are eager to make a real difference in the world.
- **Street Defender:** You are the first line of defense for your home city, confronting street-level dangers such as crime lords, gangsters, drug traffickers, ninja factions, mobsters, and other criminals. You're not afraid to get your hands dirty and to work alone on the streets, but you've found that it's always nice to have allies in your crusade.
- **Global Guardian:** You are a powerful superhero that defends the whole world, tackling high-stakes threats that have the potential to destroy entire cities or regions. These dangers include supervillain assaults, terrorist groups, crime syndicates, rampaging kaiju, and alien invasions.
- **Cosmic Champion:** The heroes traverse the galaxy or even realms beyond, confronting challenges that are beyond the comprehension of most people on Earth. These include vast intergalactic empires, godlike or demonic entities, spacefaring parasites, and invaders from other dimensions.

Your hero rank determines your starting number of total attribute points (and limits how high these scores can be at the start of the game), your starting number of powers, and your starting Reputation score (page xx). See the adjacent table.

Example: *Cynthia is a player joining a game with Luke as the GM. After talking about what kind of campaign they would like to play during their session zero, the group decides on the heroes being the Street Defender rank for a story about protecting the city from the fallout of a gang war between rival criminal factions. Cynthia gets 26 points to spend on her attributes, 3 starting powers, and a starting Reputation of 1. The maximum attribute score she can have is 8.*

Attributes by Rank

Rank	Starting Attribute Points	Starting Attribute Maximum	Starting Powers	Starting Reputation
Teen Upstart	20	6	2	0
Street Defender	26	8	3	1
Global Guardian	32	10	4	2
Cosmic Champion	38	12	5	3

Archetype

An archetype is an optional, pre-made template for your hero that you choose and customize to quickly start playing. Archetypes represent stereotypical concepts found in superhero stories, providing a familiar starting point for you to roleplay your character.

There are sixteen core archetypes to choose from that are described at the end of this chapter (pages xx–xx). Each archetype has suggested attributes, powers, power sources, talents, occupations, and more, but you should modify them as you see fit with the information in the rest of this chapter. These archetypes are suitable for both stand-alone adventures and campaign play. The GM can also use them as a starting point to create adversaries quickly.

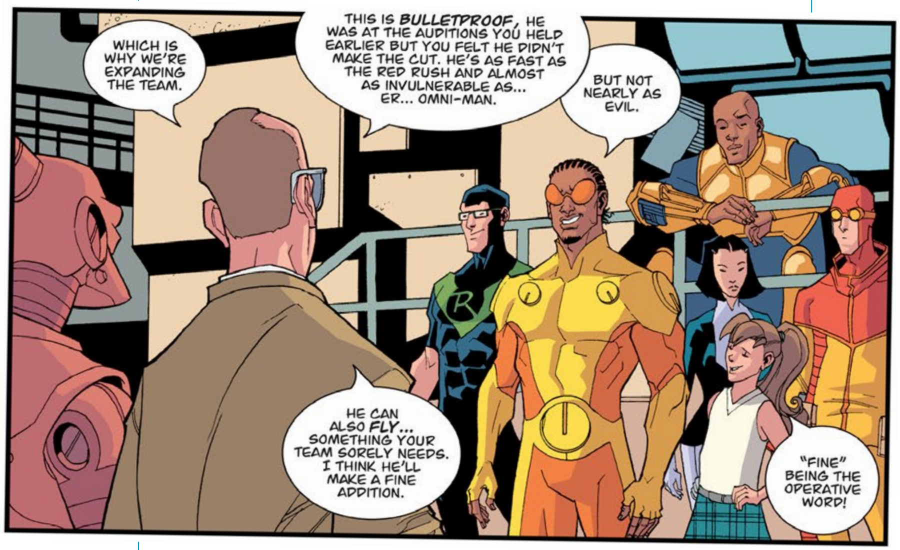
If you prefer, you can skip choosing an archetype and create your hero from scratch.

Example: *Cynthia reviews the archetypes at the end of the chapter and feels inspired by some of them, but ultimately chooses to create a character from scratch to better capture her concept – a former GDA operative who was involved in an accident while responding to a supervillain attack. This incident granted her the ability to mimic the powers and abilities of others around her.*

Role

Your role describes how you operate as a hero within your group or team. Your role is determined by your archetype. If you don't use an archetype, choose your role freely. It's usually a good idea to avoid having several players pick the same role for their characters, as this would make the group less diverse during play. The role has no mechanical effect, but it can influence how you choose your occupation, attributes, powers, and talents. Eight roles to choose from are described below.

✴ **Blaster:** You excel at dealing devastating attacks from a distance.
✴ **Brains:** You adapt to any situation by using cunning and strategy to outsmart your opponents.
✴ **Brawn:** You are a physical force that relishes surviving and delivering damage.
✴ **Controller:** You are a master of hindering enemies, assisting allies, and managing the battlefield.
✴ **Defender:** You are a protector that safeguards allies and engages enemies on the front lines.
✴ **Leader:** You guide and support your allies with coordination, tactics, will, or inspiration.
✴ **Striker:** You are a relentless force in close combat that balances strength and mobility.
✴ **Wildcard:** You are adaptable and unpredictable, overcoming challenges with your versatility.


WHICH IS WHY WE'RE EXPANDING THE TEAM.
THIS IS BULLETPROOF, HE WAS AT THE AUDITIONS YOU HELD EARLIER BUT YOU FELT HE DIDN'T MAKE THE CUT. HE'S AS FAST AS THE RED RUSH AND ALMOST AS INVULNERABLE AS... ER... OMNI-MAN.
BUT NOT NEARLY AS EVIL.
HE CAN ALSO FLY... SOMETHING YOUR TEAM SORELY NEEDS. I THINK HE'LL MAKE A FINE ADDITION.
"FINE" BEING THE OPERATIVE WORD!

Example: *With Cynthia's concept of a capricious and head-strong former GDA agent, she wants a hero that is versatile and unpredictable, so she chooses the Wildcard role.*

Attributes

Your hero has six attributes that indicate your capabilities – physical (**FIGHTING**, **AGILITY**, and **STRENGTH**) and mental (**REASON**, **INTUITION**, and **PRESENCE**). Each attribute is rated on a scale from 1 to 12. The adjacent table provides a description associated with the value of an attribute score – like Extraordinary **STRENGTH** 5. Typical untrained civilians have attribute level 2, but superheroes generally have much higher scores.

✴ **FIGHTING:** Hand-to-hand combat, technique, and prowess
✴ **AGILITY:** Coordination, speed, mobility, and fine motor skills
✴ **STRENGTH:** Muscle power, physical force, toughness, and stamina
✴ **REASON:** Intelligence, comprehension, knowledge, and mental stability
✴ **INTUITION:** Instinct, sensory perception, wisdom, and empathy
✴ **PRESENCE:** Charisma, amiability, and force of personality

Your attributes are used when you roll dice to perform actions in the game, as well as for determining how much damage and stress you can withstand (page xx).

Slugfest Damage: Your base damage for slugfest attacks is equal to half your **STRENGTH** score, rounded up. Read more about this in chapter 4.

Slugfest Damage = STRENGTH /2

Starting Attributes

Your archetype suggests an appropriate set of attributes for the Global Guardian rank. You can shift points freely between your attributes, as long as you don't exceed the maximum score for your rank.

If your hero is of another rank, you need to increase or decrease your attribute scores to match the total number of attribute points and the attribute maximum for your rank (page xx).

If you don't use an archetype, you can spend your attribute points for your rank freely on your attributes, staying within the maximum score for your rank.

Powers: You can gain one or more additional starting powers by sacrificing 2 attribute points per power. Conversely, you gain 2 more total starting attribute points for each starting power you sacrifice (still staying within the maximum attribute score for your rank), down to a minimum of one power.

Talents & Drawbacks: Picking additional talents beyond the two free ones (page xx) costs you 1 attribute points per talent, while each drawback you choose (page xx) gives you 1 additional attribute points to spend (staying within the maximum attribute score for your rank).

Attribute Score Descriptions

Score	Description
1	Poor
2	Typical
3	Good
4	Great
5	Extraordinary
6	Incredible
7	Amazing
8	Astounding
9	Phenomenal
10	Awesome
11	Godlike
12	Invincible

Example: *Cynthia has 26 points to spend on her attributes. She wants her character to be a deadly fighter and otherwise well-rounded to reflect her agent field training, so she gives her hero Astounding **FIGHTING** 8 (the highest she can assign because of her Street Defender rank), Great **AGILITY** 4, Great **STRENGTH** 4, Good **REASON** 3, Good **INTUITION** 3, and Great **PRESENCE** 4.*

Attribute Rolls

Attribute rolls are a core mechanic of the game, and explained in detail in chapter 4. A brief summary is provided here. To attempt something difficult or dangerous, roll a number of six-sided dice equal to your attribute score that best matches the challenge at hand. To succeed, you need to roll at least one 6, represented by the ⛊ symbol (engraved on the custom dice for this game).

Stunts: If you roll more than one ⛊ in an attribute roll, you can achieve bonus effects called stunts. See page xx.

Pushing: If you fail a roll, or just want more ⛊, you can push the roll, re-rolling all dice that don't show a ⛊ or a 1 (represented by the ◍ symbol). For each ◍ in a pushed roll, you take 1 point of stress (page xx).

Super-Strength

Some heroes and villains can lift a tremendous amount of weight beyond normal human limits, whether it's a motorcycle, bus, house, or something even heavier. Use your **STRENGTH** score to determine roughly how much you can lift using the benchmarks on the adjacent table. This assumes simply lifting something off the ground, and requires no dice roll. Lifts under harder circumstances generally require a **STRENGTH** roll.

STRENGTH	Can Lift
1	50 lb.
2	100 lb.
3	200 lb.
4	400 lb.
5	800 lb.
6	1 ton
7	3 tons
8	10 tons
9	30 tons
10	100 tons
11	300 tons
12	1,000 tons

Health & Resolve

Your attributes determine the amount of physical damage and mental stress you can withstand, measured by your Health and Resolve ratings. Read more about how they work in chapter 4.

Health

Taking damage reduces your Health. When your Health is reduced to zero, you're broken by damage (page xx). Your starting maximum Health equals the sum of your **FIGHTING**, **AGILITY**, and **STRENGTH** scores divided by two, rounding up. Your Health score can be further modified by talents, drawbacks, and powers.

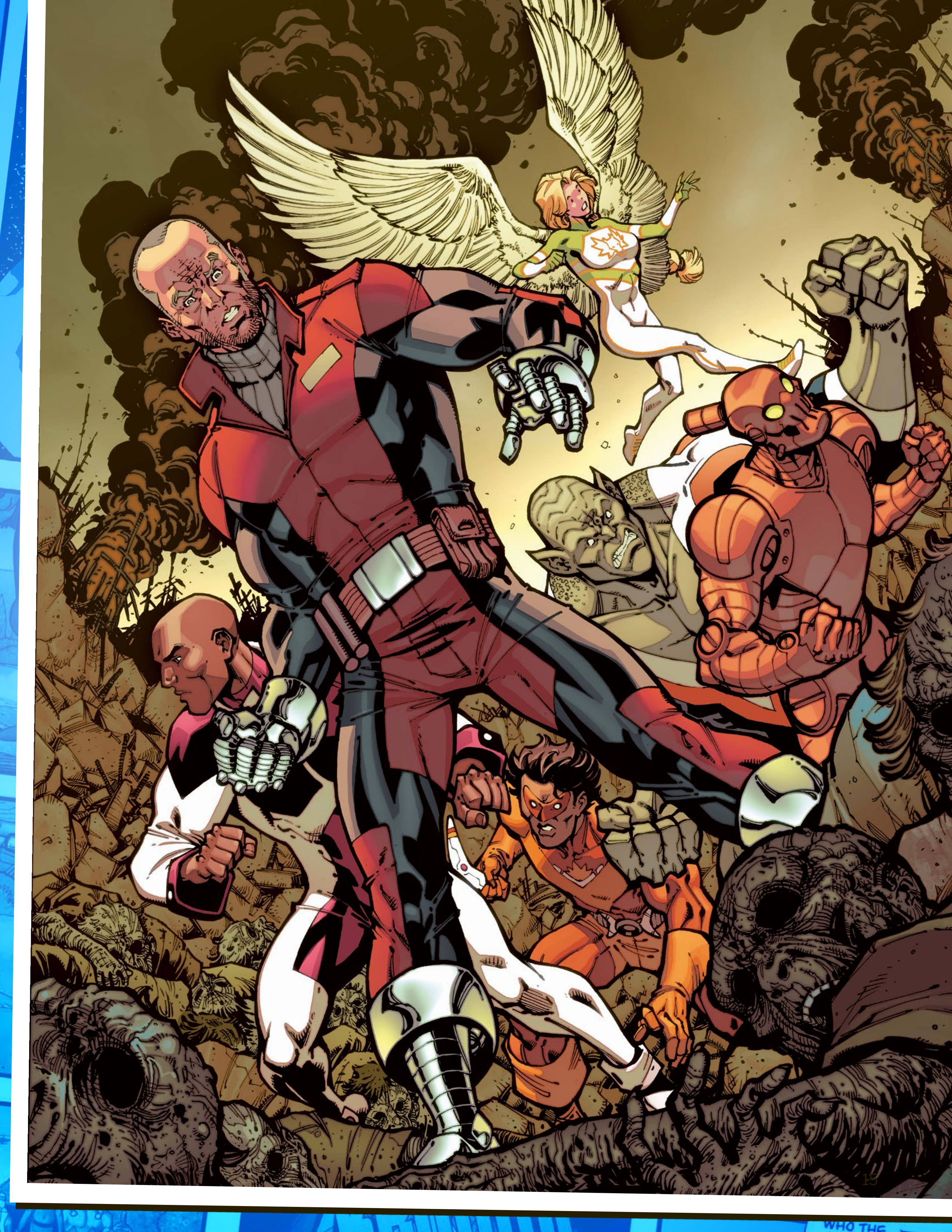
$$\text{Health} = \frac{\text{FIGHTING} + \text{AGILITY} + \text{STRENGTH}}{2}$$

Resolve

Taking stress reduces your Resolve. When your Resolve is reduced to zero, you can no longer push dice rolls (page xx). Your starting maximum Resolve equals the sum of your **REASON**, **INTUITION**, and **PRESENCE** scores divided by two, rounding up, Your Resolve can be affected by talents, drawbacks, and powers.

$$\text{Resolve} = \frac{\text{REASON} + \text{INTUITION} + \text{PRESENCE}}{2}$$

Example: *Cynthia's hero has **FIGHTING** 8, **AGILITY** 4, and **STRENGTH** 4, giving her a Health of 8. Her **REASON** 3, **INTUITION** 3, and **PRESENCE** 4 scores give her a Resolve of 5.*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Powers

All heroes in this game possess superhuman capabilities called powers. There are close to 70 powers in the game and dozens of power boosts, all described in chapter 3.

Power Levels: Some (but not all) powers come in several levels - see the adjacent table. A higher level is simply a more effective version of the power. If a power level is not indicated, it defaults to the basic level of the power. Many powers only have a basic power level.

Power Boosts & Limits: Some powers have boosts, enhancing their effects in various ways. Some have limits that reduce their effects.

Power Types: Powers fall into one of six categories, called power types. Powers of the same type interact with talents or other rules in special ways.

Starting Powers

Your archetype suggests an appropriate set of powers for the Global Guardian rank. You can switch out suggested powers for others if you like.

If your hero is of another rank, you need to add or remove powers to match the total number of powers for your rank.

Power Levels

Level	Requires
Basic	–
Major	Basic
Massive	Major
Monstrous	Massive

If you don't use an archetype, you can choose any powers you like, matching the total number of powers for your rank.

Power Levels: Each level of a power counts like a power of its own, and requires first acquiring the lower level – i.e. a Major power can only be acquired if you first have the basic power level. Only heroes of the Cosmic Champion rank can start the game with Massive powers, and this requires first getting both the basic and Major power levels. No player character can start the game with Monstrous powers.

Power Boosts: A power boost counts like a power of its own, using up one of your available power slots for your rank.

Power Limits: A power limit allows you to increase the power's level by one step (such as basic to Major) or choose a boost for the same power, without using up one of your available power slots for your rank. Limits can only be chosen when you initially acquire a power.

Attributes: You can gain additional starting powers by sacrificing 2 attribute points (page xx) per power. Conversely, you gain 2 more total starting attribute points for each power you sacrifice, down to a minimum of one power.

Power Source

Your powers have a power source (page xx) that describes where they come from and helps you roleplay their use. Once you have chosen your initial powers, choose or roll for a power source among the options listed by your archetype. If you don't use an archetype, you can choose (or randomize) your power source from the list on page xx, or make up your own.

Multiple Power Sources: As an option, you may choose to have two or even more power sources. If so, you must assign each of your powers to one source. As there are some potential benefits to this (page xx), each additional power source beyond the first costs 1 attribute point.

Example: *With the Street Defender rank, Cynthia can choose 3 starting powers. She gives her hero* ***DISTRESS****,* ***MIMICRY****, and* ***STRIKE****.*

Cynthia envisions that her character gained the ability to mimic the abilities of others from being exposed to the effects of a chemical weapon set off by the crew of the super-criminal kingpin Shotcaller. She decides her ***MIMICRY*** *power belongs to the Altered Physiology power source. She also wants to represent her GDA subversion and combat experience, so she decides that her* ***DISTRESS*** *and* ***STRIKE*** *powers belong to the Operative Training power source. Since she chose to have an additional power source, she must spend 1 of her attribute points. She decides to adjust her* ***FIGHTING*** *attribute to 7 instead of 8 to give her the point she needs.*

Talents & Drawbacks

Talents are tricks, moves, and minor abilities that give you an edge. They are more specialized than attributes or powers. Drawbacks are limitations or vulnerabilities that can complicate life for your hero. All talents and drawbacks are detailed at the end of chapter 3.

Starting Talents

You get at least two talents at the start of the game – one hero talent determined by your archetype, and one occupation talent determined by your occupation (page xx). In each case, choose or roll for the listed options. If you don't use an archetype, choose your hero talent freely from among the options in chapter 3. You can learn more talents during the course of play (page xx).

Extra Talents: If you want, you can start the game with extra talents beyond the two free talents. Choose these talents freely, paying 1 attribute point for each.

Starting Drawback

Choosing drawbacks at the start of the game is optional. You can, if you like, choose or roll for one or two options listed by your archetype. If you do so, you gain 1 extra attribute point per drawback to spend on attributes or power levels, still staying within the maximum for your rank (page xx). You cannot start the game with more than two drawbacks. You can remove drawbacks during the course of play (page xx).

Example: *Since Cynthia isn't using an archetype, she chooses Unconventional Wisdom as her starting talent from the options available in chapter 3. She wants to pick up another talent to represent her knack for helping her allies, so she selects the Targeted (Shotcaller's Organization) drawback – imagining that the villain wants revenge for her role in foiling his plans in the incident that gave her superpowers. Taking the drawback allows Cynthia to additionally choose the Supportive talent for her hero.*

Occupation

Your occupation represents your background, civilian life, or day job if you have one. There are over 20 occupations to choose from that are described on the following pages.

Starting Occupation: Your archetype lists three appropriate occupations to choose or roll from. If you don't use an archetype, choose your occupation freely. Decide whether your identity is secret or publicly known. Each entry includes the following features:

- **Occupation Talent:** Choose or roll D3 to gain one talent from the list associated with your occupation (in addition to your hero talent).
- **Resources:** You start the game with the listed Resources score (page xx).
- **Key Relationship:** Choose or roll D3 to establish a key relationship connected to your occupation that you will finalize later in the chapter (page xx). You can customize the result to better fit your character, or make up your own key relationship.
- **Social Hooks:** Sample scenarios related to your occupation are included to give you ideas for social scenes for your hero. Social scenes are explained in more detail in chapter 6.

The list of occupations here is not exhaustive. You may modify the ones presented or create new ones, under the supervision of the GM, as long as they don't overlap existing occupations.

Academic

You are engaged in the world of academia at a school, institution, or university, whether you're a teacher, instructor, scholar, principal, librarian, headmaster, or dean.

Occupation Talent (D3):
1. Analysis, 2. Cunning, 3. Knowledgeable

Resources: 5

Key Relationship (D3):

1. **PROMISING STUDENT.** They soak up knowledge like a sponge.
2. **LAID-BACK ADMINISTRATOR.** They are there to help… occasionally and with moderate quality.
3. **ENAMORED TEACHING ASSISTANT.** They believe you know everything.

Social Scene Hooks:

- Your hero gives a guest lecture at a prestigious institution.
- During office hours, your hero meets with a struggling student that needs help.
- Your hero hosts a peer review for a recently published article in a controversial academic journal.

Adventurer

You crave the excitement and risk of adventure. This occupation includes professional daredevils, explorers, relic hunters, outdoors enthusiasts, or full-time superheroes.

Occupation Talent (D3):
1. Determined, 2. Indomitable, 3. Lucky Break

Resources: 3

Key Relationship (D3):

1. **PLUCKY ASSISTANT.** They would do anything for you.
2. **FRIENDLY RIVAL.** They want to beat your hero, but fairly.
3. **ALOOF PATRON.** They live by the axiom that time is money.

Social Scene Hooks:

- Your hero holds a press conference to celebrate (or explain) a recent mission's results.
- Someone from your hero's past has information your hero needs, but you last parted on unpleasant terms.
- Your hero runs into a rival, and they publicly challenge your hero to a sparring match – livestreamed for charity and bragging rights.

Artist

You make ideas and art come to life, whether you're a writer, visual artist, game designer, musician, photographer, graphic designer, film director, or inventor.

Occupation Talent (D3):
1. Cunning, 2. Knowledgeable, 3. Supportive

Resources: 3

Key Relationship (D3):

1. **EAGER PUBLISHER.** They want to know when your hero's next project will be ready.
2. **TRUSTED EDITOR.** They give notes on more than just your hero's art.
3. **TOUGH CRITIC.** They know how to push your hero's buttons, but they sometimes have a point.

Social Scene Hooks:

- Your hero gets a call to talk about budget issues for their current project.
- An influential publisher or producer asks the hero to pitch them some ideas.
- Your hero is invited to be a panelist at the year's biggest convention.

Athlete

You are involved in professional athletics, such as a player or manager of a sports team, Olympic medalist, wrestling entertainer, boxer, stunt performer, or mixed martial arts fighter.

Occupation Talent (D3):
1. Coordinated, 2. Motivator, 3. Second Wind

Resources: 4

Key Relationship (D3):

1. **GROUCHY COACH.** They are always looking for improvement opportunities.
2. **DIEHARD FAN.** They are obsessed with your hero's career and statistics.
3. **OPPORTUNISTIC AGENT.** They want a bigger cut.

Social Scene Hooks:

- A sports network morning talk show invites your hero to an interview.
- Your hero joins their coach for a film session to review and learn from your latest competition.
- Your hero's agent sets a meeting with a major brand to discuss a potential sponsorship.

Blue Collar

You work in manual labor or with a trade skill. You could be a construction or factory worker, subcontractor, farmer, mechanic, service industry employee, plumber, or janitor.

Occupation Talent (D3):
1. Durable, 2. Find Weakness, 3. Unconventional Wisdom

Resources: 3

Key Relationship (D3):

1. **CLUELESS SUPERVISOR.** They wonder why your hero is frequently late for shifts.
2. **LIGHTHEARTED BUDDY.** They are with your hero in the trenches and make the workday more fun.
3. **PASSIONATE UNION REP.** They are uncompromising and always have your hero's back.

Social Scene Hooks:

- The supervisor pays a surprise visit to your hero's work site to inspect the job's status.
- Your hero shoots the breeze with your crew in the break room after a tough shift.
- Your hero is asked to speak at the retirement party of a favorite co-worker.

Celebrity

You live your life in the spotlight, perhaps as an actor, entertainer, performer, media personality, influencer, model, or cultural icon.

Occupation Talent (D3):
1. Compelling, 2. Renowned, 3. Sharp-Tongued

Resources: 6

Key Relationship (D3):

1. **DOTING PARENT.** They are the reason your hero is where they are today.
2. **LONGTIME FRIEND.** They knew your hero before they were famous.
3. **PRAGMATIC PUBLICIST.** They shape your hero's image more than your hero does.

Social Scene Hooks:

- A popular late night show invites your hero to appear for a guest spot.
- Your hero attends a red carpet premiere and poses for photos while answering questions.
- Your hero's publicist calls to discuss the impact of a recent controversy or scandal.

Criminal

You have spent time on the wrong side of the law. You could be a thief, outlaw, con artist, ex-convict, gangster, smuggler, terrorist, or another type of career criminal.

Occupation Talent (D3):
1. Manipulator, 2. Merciless, 3. Streetwise

Resources: 3

Key Relationship (D3):

1. **INNOCENT FAMILY MEMBER.** They don't know about your hero's illicit activities.
2. **EXTORTING BOSS.** They have something on your hero that keeps them from leaving.
3. **CONNECTED BOOTLEGGER.** They can get your hero anything, for a price.

Social Scene Hooks:

- Your hero is questioned by the police in regards to a recently committed crime.
- The boss wants to meet with your hero and asks for a personal favor.
- A family member asks your hero why good people do bad things.

Devotee

You are deeply committed to a cause, belief, or practice, like being a member of the religious clergy, follower of a particular philosophy, crusader hellbent on vengeance, or practitioner of the mystic or occult arts.

Occupation Talent (D3):
1. Determined, 2. Knowledgeable, 3. Resilience

Resources: 2

Key Relationship (D3):

1. **ASPIRING DEVOTEE.** They are new on the path and need guidance.
2. **WISE GUIDE.** They are what your hero aspires to become.
3. **SKEPTICAL DETRACTOR.** They are driven to prove your hero's commitment is misplaced.

Social Scene Hooks:

- An organization related to the object of your commitment asks you to speak at a rally.
- A well-known pundit that doesn't see eye to eye with your hero invites them to a public debate.
- Your hero receives backlash from a family member that wants them to take a break before they burn out.

Expert

You are highly skilled in a specific field or discipline, such as a historian, economist, martial arts master, philosopher, magician, or big game hunter.

Occupation Talent (D3):
1. Discretion, 2. Knowledgeable, 3. Sharp-Tongued

Resources: 5

Key Relationship (D3):

1. **DISAGREEABLE PEER.** They never agree with your hero, and they let them know it.
2. **LIVELY TRAINEE.** They are hungry for knowledge and keep things interesting.
3. **DILIGENT JOURNALIST.** They follow the story, no matter where it leads.

Social Scene Hooks:

- Your hero is deposed to provide testimony in a high-profile case.
- A rival or opponent contacts your hero to gloat about a recent success.
- Your hero overhears a group of people discussing their field at the park and can't resist interjecting themselves into it.

First Responder

You are trained to respond when people need urgent help in high-pressure situations, working as a firefighter, search and rescue specialist, paramedic, disaster relief coordinator, or crisis negotiator.

Occupation Talent (D3):
1. Medic, 2. Supportive, 3. Warning Call

Resources: 4

Key Relationship (D3):

1. **DROLL DISPATCHER.** They lighten the mood in the middle of bad situations.
2. **ENGAGING THERAPIST.** They help your hero cope with the pressures of the job.
3. **EARNEST POLICE OFFICER.** They are trying to do good, just like your hero.

Social Scene Hooks:

- Your hero carries on a conversation with an emergency victim to take their mind off things.
- The latest dispatch reveals an emergency situation involving someone your hero knows well.
- Your hero attends the funeral of someone that died during one of their recent calls.

Investigator

You work to uncover truth as a detective, reporter, criminal profiler, private investigator, paranormal enthusiast, insurance adjuster, or fact-checker.

Occupation Talent (D3):
1. Insightful, 2. Investigator, 3. Streetwise

Resources: 3

Key Relationship (D3):

1. **SHAKY INFORMANT.** They resent that your hero has leverage over them.
2. **BRILLIANT ANALYST.** They have gone silent as of late – are they okay?
3. **FRIGHTENED WITNESS.** They have seen things that someone doesn't want getting out.

Social Scene Hooks:

- Your hero canvases a neighborhood and knocks on doors to find potential witnesses.
- A client or victim meets with your hero to hear about what you found during the investigation.
- Your hero is questioned by a government agent about one of their current investigations.

Law Enforcer

You maintain public safety as a police officer, sheriff, state trooper, federal marshal, bureau agent, or corrections officer.

Occupation Talent (D3):
1. Guardian, 2. Hard Hitter, 3. Subdue

Resources: 4

Key Relationship (D3):

1. **POLITICAL CHIEF.** They value good metrics more than doing good.
2. **APATHETIC PARTNER.** They gave a damn once – maybe they will again.
3. **SHREWD MEDICAL EXAMINER.** They don't miss anything.

Social Scene Hooks:

- An ex-con your hero helped put away asks to meet them to apologize for their actions.
- Your hero stops a vehicle that is suspiciously swerving and finds a very underaged driver on a joyride.
- A local charitable organization hosts a pancake breakfast department fundraiser that your hero attends.

Medic

You work in the healthcare industry, whether you're a physician, surgeon, nurse, psychiatrist, pharmacist, dentist, or pathologist.

Occupation Talent (D3):
1. Knowledgeable, 2. Medic, 3. Supportive

Resources: 5

Key Relationship (D3):

1. **VETERAN CHARGE NURSE.** They know just how to help.
2. **LACONIC LAB TECH.** They always have more to share if they're asked.
3. **GREEDY ADMINISTRATOR.** They want quantity over quality.

Social Scene Hooks:

- Your hero argues over a treatment plan with a disagreeable colleague.
- A new patient comes in for an initial consultation with your hero.
- Your hero must share tough news about a patient to their family.

WZZZZZZZKKKKKK...

Outsider

You are far from home or don't fit in as an outcast, exile, drifter, refugee, or a visitor from an otherworldly place.

Occupation Talent (D3):
1. Compelling, 2. Loner, 3. Unconventional Wisdom

Resources: 2

Key Relationship (D3):

1. **ENDEARING PET.** They can't tell you how they feel, but your hero knows all the same.
2. **ACCEPTING PAL.** They were the first friendly person your hero met in their new situation.
3. **FORMER COMRADE.** They have been looking to find your hero.

Social Scene Hooks:

- Your hero is invited to a formal party where they don't understand the etiquette.
- Someone from your hero's past reaches out to say they have news about your former home.
- One of the other heroes asks your hero to tell them about their childhood.

Privileged

You have lived a life or wealth and prosperity, whether you're an entrepreneur, dilettante, philanthropist, investor, socialite, or trust fund beneficiary.

Occupation Talent (D3):
1. Discretion, 2. Renowned, 3. Windfall

Resources: 6

Key Relationship (D3):

1. **PRUDENT ACCOUNTANT.** They are retiring soon and need a successor.
2. **AUTEUR BIOGRAPHER.** They are filming a documentary about your hero.
3. **CHEEKY BUTLER.** They are far more than they appear.

Social Scene Hooks:

- Your hero runs into someone they would rather avoid while on vacation abroad.
- An art gallery contacts your hero to ask if they can feature pieces from their personal collection in an upcoming show.
- Your hero is the keynote speaker at an event for a charity they founded or support.

Public Servant

You serve the interest of the public as a politician, activist, social worker, urban planner, non-profit worker, city inspector, park ranger, or librarian.

Occupation Talent (D3):
1. Compelling, 2. Cunning, 3. Supportive

Resources: 3

Key Relationship (D3):

1. **PROBLEMATIC COLLEAGUE.** They want to associate with your hero even if you push them away.
2. **COMPROMISED AUDITOR.** They will find something, whether it's there or not.
3. **CONCERNED CITIZEN.** They keep your hero honest.

Social Scene Hooks:

- A crisis management team solicits a consultation with your hero about a recent event.
- Your hero gets caught in an escalating verbal confrontation at a public protest.
- A persistent lobbyist won't stop nagging your hero about a controversial agenda.

Scientist

You work, research, and experiment in the formal, natural, or social sciences as a physicist, astronomer, biologist, geneticist, botanist, psychologist, sociologist, or geologist.

Occupation Talent (D3):
1. Analysis, 2. Investigator, 3. Knowledgeable

Resources: 4

Key Relationship (D3):

1. **NEEDY DOCTORAL CANDIDATE.** They haven't found their own way yet, but your hero can help.
2. **EXCITABLE JOURNAL PUBLISHER.** They love your hero's work, and they need content.
3. **METICULOUS GRANT OFFICER.** They look for every excuse to not approve the application.

Social Scene Hooks:

- Your hero idly chats with a lab technician while they await the results of an experiment.
- A scientific journal wants to interview your hero to get their take on a recent discovery in their field.
- Your hero hosts an introductory training session for beginners.

Secret Agent

You are engaged in covert operations. You could be a spy, assassin, intelligence officer, black ops specialist, undercover cop, or corporate espionage agent.

Occupation Talent (D3):
1. Formidable, 2. Manipulator, 3. Stealthy

Resources: 5

Key Relationship (D3):

1. **SECRETIVE HANDLER.** They won't meet face to face.
2. **UNSATISFIED DIRECTOR.** They are not happy with the current status.
3. **ANXIOUS FRIEND.** They don't know what you do, but they know it's dangerous.

Social Scene Hooks:

- A government liaison insists on debriefing your hero after their latest mission.
- One of your hero's confidential informants asks to meet because they have something important to share.
- Your hero rehearses a cover identity with one of the other heroes.

Soldier

You are a combatant in a military service, such as an infantry soldier, commissioned officer, special forces trooper, paramilitary mercenary, or insurgent militia.

Occupation Talent (D3):
1. Commander, 2. Formidable, 3. Tactical Support

Resources: 4

Key Relationship (D3):

1. **BUREAUCRATIC AGENCY LIAISON.** They read every report and expect them on time.
2. **RESPECTED COMMANDING OFFICER.** They lead by example.
3. **LOVING FAMILY MEMBER.** They wish your hero wasn't away so much.

Social Scene Hooks:

- Your hero returns home for post-deployment leave to their family.
- The family of a soldier that was killed in action asks to meet with your hero to hear about how they died.
- Your hero receives an invitation to speak at a veteran's group event.

Student

You study and train in a field or discipline in a school, community college, university, seminary, military academy, or other institution or system.

Occupation Talent (D3):
1. Determined, 2. Knowledgeable, 3. Resilience

Resources: 3

Key Relationship (D3):

1. **CHALLENGING INSTRUCTOR.** They expect more from your hero.
2. **IMPULSIVE CLASSMATE.** They amuse and frustrate your hero in equal parts.
3. **SPITEFUL BULLY.** They are jealous of your hero and want to bring them down a few pegs.

Social Scene Hooks:

- Your hero gets called into their instructor, principal, or dean's office because their current assignment is overdue.
- Someone that is being bullied approaches your hero after class and asks for help.
- A popular study group invites your hero to join a session to help them cram for an upcoming test.

Technician

You work in a technical field as an engineer, technician, hacker, production specialist, analyst, or system administrator.

Occupation Talent (D3):
1. Analysis, 2. Knowledgeable, 3. Supportive

Resources: 4

Key Relationship (D3):

1. **SHADOWY BENEFACTOR.** They set your hero up with the best, but what do they want in return?
2. **ANONYMOUS RIVAL.** They are continually two steps ahead of your hero.
3. **ARTIFICIAL COMPANION.** They were programmed by your hero, so why are they so contrary?

Social Scene Hooks:

- Your hero brainstorms with a colleague to try to solve a recurring issue.
- Online hackers contact your hero to ask for help in bringing down a corrupt organization.
- Your hero attends an investor meeting in an attempt to secure funding for an upcoming project.

White Collar

You work a desk job as a businessperson, executive, accountant, lawyer, banker, financial advisor, salesperson, marketer, or real estate agent.

Occupation Talent (D3):
1. Cunning, 2. Discretion, 3. Windfall

Resources: 5

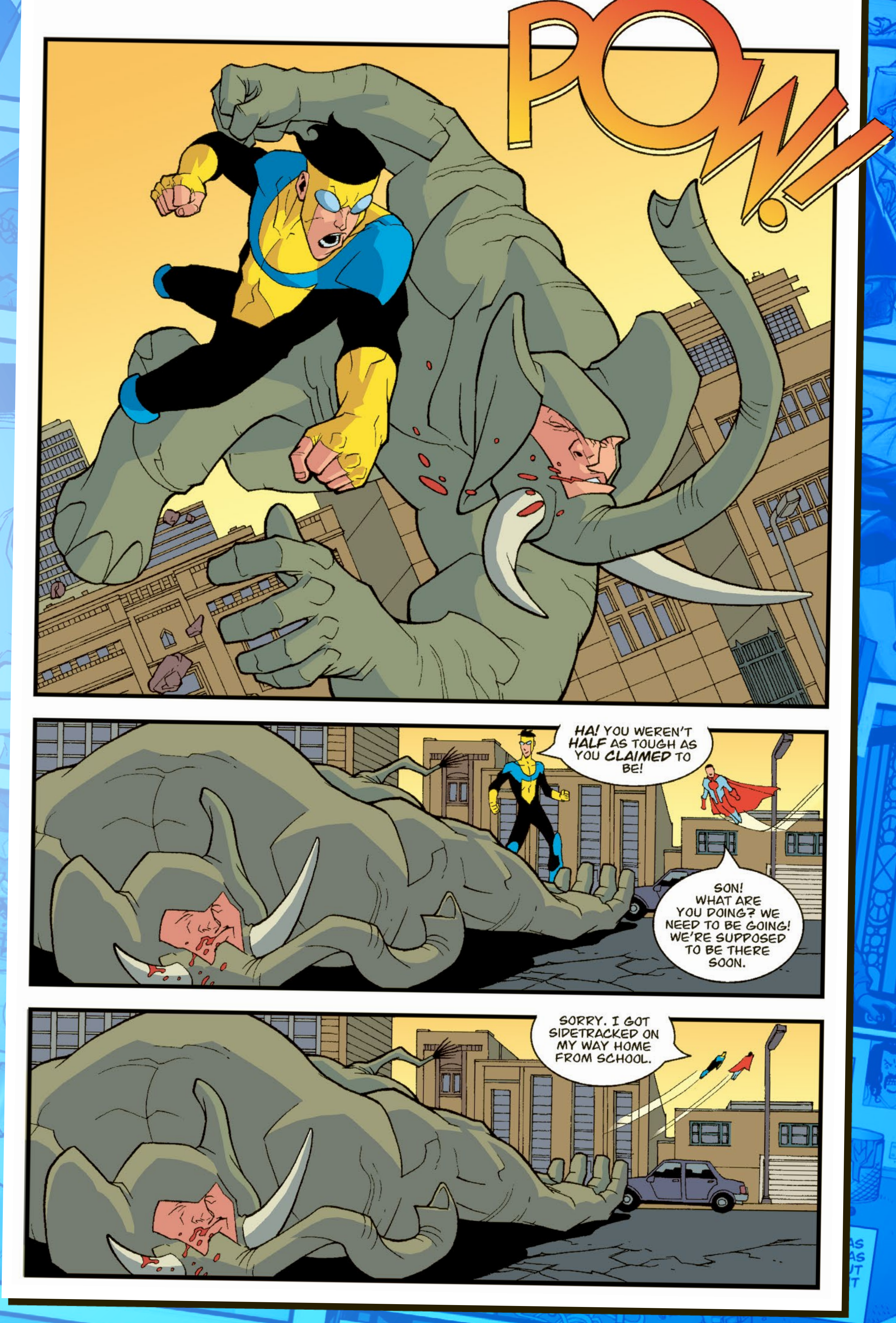
Key Relationship (D3):

1. **INDECISIVE CLIENT.** They can't make up their mind.
2. **UNREALISTIC STAKEHOLDER.** They expect too much from too little.
3. **USEFUL CONSULTANT.** They provide assistance almost worth their rate.

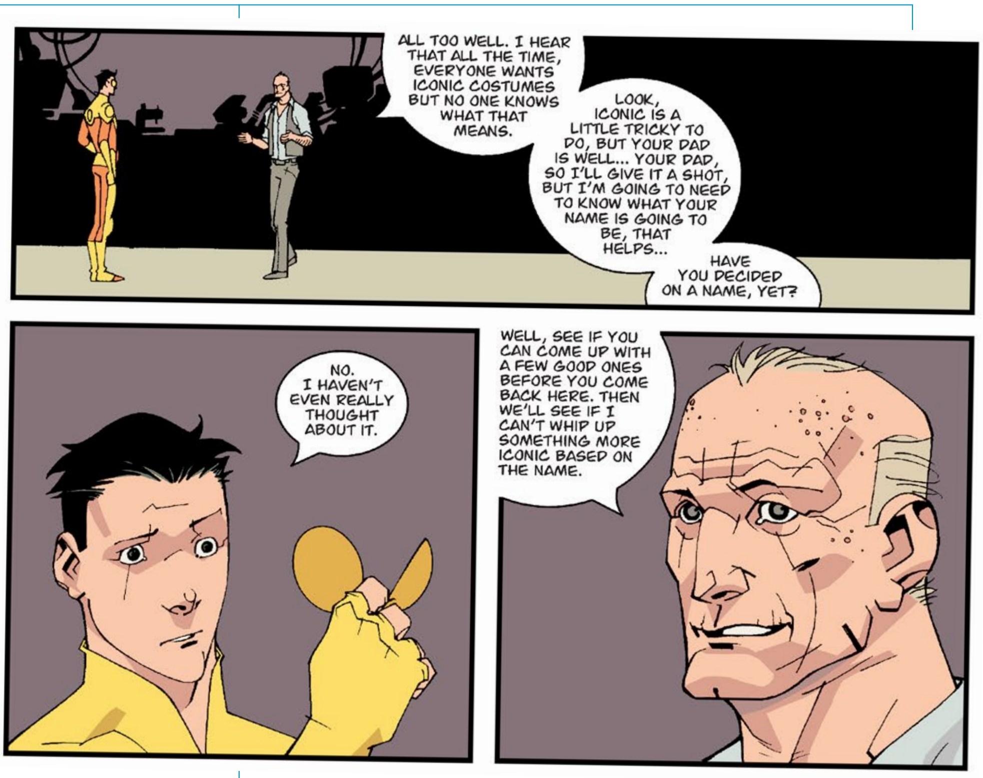
Social Scene Hooks:

- Your hero leads a partner, client, or vendor negotiation – the other side is making it difficult.
- Your manager asks you to put together a presentation to explain the quarterly numbers.
- Your hero attends the company holiday party, and they forgot what they signed up to bring.

Example: *With her hero's background as a GDA agent, Cynthia selects the Secret Agent occupation, choosing Formidable as her occupation talent and recording her starting Resources of 5. She likes the idea of an "anxious friend" as a key relationship, so she writes that down as well so she can finalize it later.*


POW!
HA! YOU WEREN'T HALF AS TOUGH AS YOU CLAIMED TO BE!
SON! WHAT ARE YOU DOING? WE NEED TO BE GOING! WE'RE SUPPOSED TO BE THERE SOON.
SORRY. I GOT SIDETRACKED ON MY WAY HOME FROM SCHOOL.

Personal Stuff


ALL TOO WELL. I HEAR THAT ALL THE TIME, EVERYONE WANTS ICONIC COSTUMES BUT NO ONE KNOWS WHAT THAT MEANS.
LOOK, ICONIC IS A LITTLE TRICKY TO DO, BUT YOUR DAD IS WELL... YOUR DAD, SO I'LL GIVE IT A SHOT, BUT I'M GOING TO NEED TO KNOW WHAT YOUR NAME IS GOING TO BE, THAT HELPS...
HAVE YOU DECIDED ON A NAME, YET?
NO. I HAVEN'T EVEN REALLY THOUGHT ABOUT IT.
WELL, SEE IF YOU CAN COME UP WITH A FEW GOOD ONES BEFORE YOU COME BACK HERE. THEN WE'LL SEE IF I CAN'T WHIP UP SOMETHING MORE ICONIC BASED ON THE NAME.

Personality

The way your hero is initially perceived by others is determined by your personality. Choose or roll D6 twice among the options given by your archetype, or come up with your own. These prompts are intended as starting cues for roleplaying your hero, and roleplaying according to your personality gives you 1 karma point at the end of the session (page xx).

Drive

The reason why you expose yourself to the dangers and challenges of being a superhero is called your drive. This brief phrase helps you understand what makes your hero tick and goes deeper than your surface personality. Choose or roll among the options given by your archetype, or come up with your own drive. Roleplaying according to your drive gives you 1 karma point at the end of the session (page xx).

Flaw

Your character in this game is a hero, risking life and limb for others (or your drive), but even a hero has a weakness, a character flaw that can get you into trouble and you struggle to overcome. Choose or roll among the options given by your archetype, or come up with your own. Roleplaying according to your flaw gives you 1 karma point at the end of the session (page xx).

Overcoming Your Flaw: If, during the session, you acted in a way that clearly goes against your flaw, you get 2 karma points (instead of 1 point for giving into it). You have now also overcome your flaw and must remove it. You must then play a full session without a flaw. After that, you may choose a new flaw, preferably based on something that has occurred in the game.

Trip to the Tailor Shoppe

Trying on your first real costume is an important rite of passage for every superhero. For many, that costume will come from legendary fixture of the superhero community Art Rosenbaum, owner and proprietor of the Tailor Shoppe (page xx). Veteran superheroes often take pride in introducing newer heroes to Art and his establishment. Including scenes where the heroes visit Art to get their first costumes or have them repaired is an iconic part of the Invincible experience.

Name

You'll need to give your hero two names – their real one and what they are called as a superhero. While some heroes use their real names, most adopt unique "code names" inspired by their powers, theme, or approach. Choose or roll among the options given by your archetype, or come up with your own.

Many characters in the Invincible comics have superhero names based on their real names, such as Atom Eve, Rex Splode, and Dupli-Kate, and that approach could be a good starting point for your hero.

Example: *Cynthia takes a look at the Vigilante archetype for inspiration and rolls alert, charitable, and freewheeling for her personality. She browses some of the drives in the archetype descriptions and finds one she likes. She writes it on her character sheet: "Altruism. I want to do good, no matter the cost." Cynthia decides her Flaw will be "Erratic. I never do what is expected by others." She names her character Katarina Mendez and chooses the superhero name Copy Kat.*

Appearance

If you like, describe your hero's appearance with a sentence or two, focusing on the most significant elements – including their costume, distinctive body or facial features, or even mannerisms.

Example: *Cynthia records that Copy Kat wears a white costume with black and pink trim, featuring stylized cat ears, integrated metal claws, and a goggled mask that covers her face to protect her identity. The mask leaves the lower part of her face exposed, showing an ever-present smirk.*

Key Relationships

Each hero in the game typically has two key relationships – one with another hero in the group and one with a specific NPC, connected to your civilian life and occupation (page xx).

Your NPC key relationship is someone that plays a big role in your life, whether they are a member of your family, friend, rival, significant other, boss, or even pet. You may have already selected an NPC key relationship when you chose your occupation (page xx). Give your NPC key relationship a name and note it on your character sheet.

Having two key relationships is not mandatory, but we strongly suggest that you have at least one.

Your key relationships are primarily used by the GM to create situations in the game, as described further in chapter 6. Interacting with a key relationship during a social scene will allow you to recover Resolve (page xx) and earn additional karma (page xx).

Developing Relationships: The NPC key relationship related to your occupation gives you a starting point, but key relationships will and should evolve over the course of the game. This is primarily up to you and the GM to explore in social scenes, but to give you some prompts to go on you can use the adjacent table.

Ending Relationships: Key relationships should not be replaced very often, but if you find during play that a key relationship is no longer relevant for any reason, you may replace one or both as long as the GM allows it. Try to pick a new key relationship with an NPC you have met or with another hero that you have interacted with prominently during play.

Developing Relationships

D66	What's going on?
2	They disagree with you strongly about something.
3	They have gone missing.
4	They want something from you.
5	They want you to stop being a superhero.
6	They don't know you're a superhero.
7	They have disappointed you.
8	You have disappointed them.
9	They need help with something.
10	Their life is in danger.
11	They have learned your deepest secret.
12	They have done something villainous.

Example: *Cynthia talks with the GM to identify one of her key relationships. Since she was intrigued by the "anxious friend" suggestion from her occupation, she comes up with her former college roommate Laura that sometimes crashes on her couch and offers her unsolicited (and questionable) advice. Laura has no idea about Copy Kat's superhero activities.*

Gear & Resources

Invincible – Superhero Roleplaying is not a game about collecting loot or managing equipment. If your power source involves special gear, you'll want to select the SIGNATURE ITEM power or Super Suit drawback (or both) to represent this, and not standard equipment. That said, your heroes and NPCs can use various types of ordinary gear from time to time. Details on weapons, armor, and vehicles can be found in chapter 4.

Starting Gear

Unless specified by the adventure or the GM, you don't start the game with any specific gear except for what would be reasonably included in your standard of living based on your Resources. Such items don't need to be written down. Some adventures will provide standard-issue items, such as a Global Defense Agency earpiece.

Carrying Gear

Superheroes don't often carry much other than any specialized gear they use for their powers. You don't need to worry about how much gear you can carry during play, but the GM should disallow anything obviously unreasonable.

Resources

You don't need to track exactly how much money you have – instead, your Resources score reflects your general lifestyle standard of living. See the table on page xx. Your starting Resources score is determined by your occupation. It can be increased by the Windfall talent and reduced by the Hard Times drawback.

Purchasing Items: Beyond reflecting your general standard of living, your Resources score can be used to make purchases of specific items that you need. Read more on page xx.

Standard of Living

Resources	Standard of Living
1	**Destitute.** You are completely dependent on others for your welfare and survival. Every day is a struggle for food and anything else you need.
2	**Poor.** You live very simply. You typically have enough food, shelter, and clothing to get by, but a loss of income would be disastrous.
3	**Struggling.** You have a place to live and a fixed income. You don't have any savings, but you get by and make ends meet.
4	**Stable.** You have a steady income and some savings, and don't have to worry about paying the bills or finding a loan if you need one.
5	**Middle-class.** You are living well, with a good income, savings, investments in your future, and ready access to loans.
6	**Well-off.** You have everything you need and then some, including a nice living arrangement and multiple sources of income. You see money as a game to increase your status and influence and have solid connections.
7	**Wealthy.** You have large amounts of money, whether it is through income or inheritance, such that there are few things you can't afford.
8	**Opulent.** You are one of the richest people on the planet and have direct contact with the most powerful people in the world.

Team

Invincible – Superhero Roleplaying is about being a superhero, but more importantly, it's about being a team of superheroes. While Mark Grayson wasn't always part of a team in the comics, he frequently collaborates with other characters that highlight the value of having a team to rely on for support. Since the game is played by a group, being part of a team is an essential element – except if you are playing the game solo (page xx).

Creating Your Team

In adventures that include pre-generated characters, they will typically already be a team or have another compelling reason to be working together. If you create your own superheroes however, you also need to create your team together with the other players. This follows a few easy steps:

Chapter 7 contains more tools to help you form and develop your team for campaign play, but this is enough to get you started.

Key Relationships

As mentioned, each hero typically has two key relationships, of which one is to another hero in the team. Each player simply picks another hero. Key relationships don't need to be reciprocal – you can have another hero as your key relationship without being a key relationship to them. Interacting with key relationships is mainly done in social scenes (page xx).

Team Base

Whether it's hidden within the top supports of a bridge, carved into a mountainside in a remote region of the Rocky Mountains, floating in Earth's orbit, or aboard a starship traversing the galaxy, many teams have a base – a place where the heroes can gather for briefings, to rest and recover between action scenes, and develop their powers and skills (page xx).

Your base can be located almost anywhere you like, but the type of location available depends on the rank of your heroes. See the adjacent table for examples.

Team Base

Hero Rank	Sample Location	Starting Upgrades
Teen Upstarts	Unused library wing, top floor of an arcade, tattoo parlor basement, forgotten university science lab	–
Street Defenders	Abandoned subway tunnels, former warehouse, family mansion, condemned building, apartment penthouse	1
Global Guardians	City skyscraper, upstate compound, orbital station, mountainside installation	2
Cosmic Champions	Hollowed out moon, starship fleet flagship, planetary capitol building, extradimensional plane	3

Base Upgrades

New functions and features of your team base can be added using base upgrades. Chapter 7 lists a variety of upgrades as well as comprehensive rules for developing your base, but you may choose a number of starting upgrades based on your hero rank. You may choose any starting upgrades you like, but the following are recommended:

- Concealment
- Team Vehicle
- Training Facilities

Team Name

Finally, your team needs a name. Superhero teams are usually named in ways that are practical, descriptive, or evocative, reflecting the image the members want to project to the world. Coming up with an original name can be challenging, especially since it needs to resonate with all of the players. Remember that the world is yours – the most important thing is finding a name you all feel good about – don't stress too much about originality. You can find a variety of random name generators online that might help, or if you want additional inspiration, a list of potential names is provided here:

- Headliners
- Thrillseekers
- Contenders
- Primal Paragons
- Defiance Alliance
- Fierce Force
- Nova Nexus
- Unnaturals
- Foestompers
- Crisis Coalition

Example: *Cynthia discusses her hero's team with the other players. She selects her other key relationship as Relentless, the hero played by Will in her group. They decide that their team base is secretly perched on the top floor of an antique shop on the outskirts of the city where several team members work to maintain their secret identities. They get one starting upgrade with the Street Defender rank, so they choose a retrofitted GDA SUV as their team transportation. Finally, they come up with the team name the Back-Alley Bunch.*

BOY-- DID YOU PICK THE WRONG UNIVERSE!

Your Hero's Growth

One of the most rewarding things about the Invincible comics is watching the story of Mark Grayson and his family and friends begin, evolve, and end in satisfying fashion. One of the most rewarding things in Invincible – Superhero Roleplaying is watching your own character grow and develop. The realities of life as a superhero will change you, that's all you can be certain of in a dangerous and unpredictable world. You can develop your character in several different ways during the game.

Karma

If there is one thing you can be sure of as a superhero in an uncertain world, it's that your actions will have consequences – for the world around you, but also for yourself. In the game, this is represented by karma.

You receive karma points after the end of each game session. Talk it through and let the whole group discuss what has happened. For each of the ten questions below that you can reply "yes" to, you get 1 karma point:

- Did you participate in an action scene?
- Did you participate in a social scene?
- Did you act according to your personality?
- Did you act according to your drive?
- Did you act according to your flaw? (Overcoming your flaw earns you 2 karma points, see page xx.)
- Did you risk your life for a team member or key relationship?
- Did you save the lives of innocent bystanders?
- Did you carry out the responsibilities of your occupation?
- Did you overcome a challenge caused by one of your drawbacks?
- Did you perform an extraordinary action of some kind, that made the whole group cheer?

Sometimes, the answers are not clear-cut. Discuss within the group, and try to reach a consensus. When in doubt, lean toward a yes. If you can't agree, the GM has final say. Write down your karma points on your character sheet.

Bad Karma

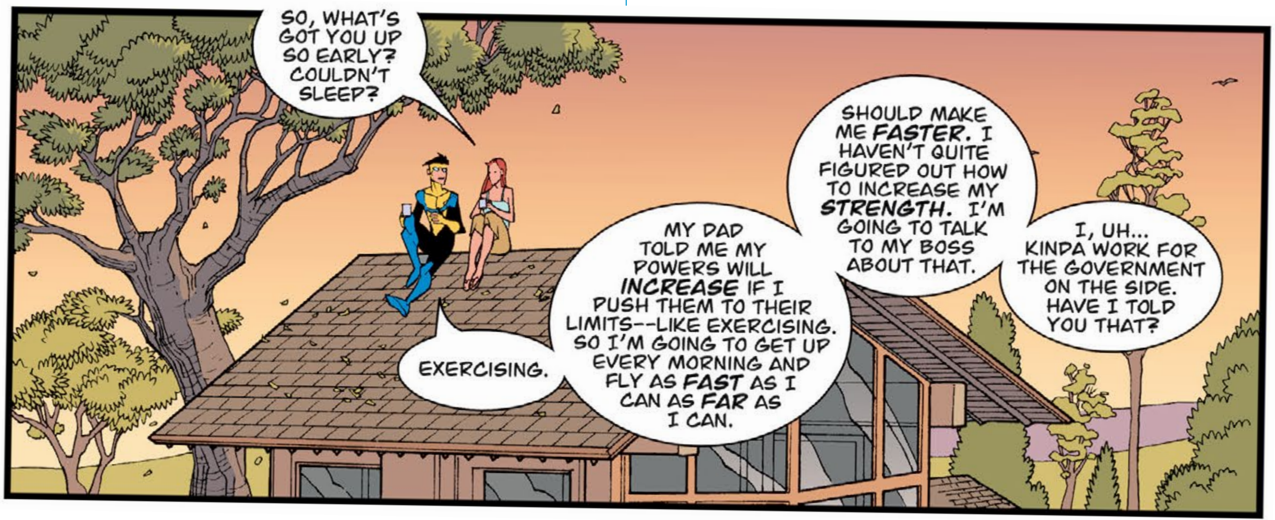
With great power comes great responsibility. Sometimes you might need to use your powers in questionable ways, but that always comes with a cost. You are a hero after all. For each of the questions below that you can reply "yes" to after each game session, you lose 1 karma point:

- Did you fail to come to the aid of a team member or key relationship?
- Did you fail to come to the aid of innocent bystanders?
- Did you fail the responsibilities of your occupation?
- Did you wreck one or more zones (page xx)?
- Did you kill anyone?
- Did you perform any other immoral deed, as determined by the adventure or the GM?

You cannot go below zero karma, and you cannot lose karma points already spent on improving your hero or team base.

Using Karma

You can use your karma to improve your attributes and powers, pick up new talents, and to improve your team base (page xx). You can only spend karma points between sessions and if you are in a safe location, such as your team base.


SO, WHAT'S GOT YOU UP SO EARLY? COULDN'T SLEEP?
EXERCISING.
MY DAD TOLD ME MY POWERS WILL INCREASE IF I PUSH THEM TO THEIR LIMITS--LIKE EXERCISING. SO I'M GOING TO GET UP EVERY MORNING AND FLY AS FAST AS I CAN AS FAR AS I CAN.
SHOULD MAKE ME FASTER. I HAVEN'T QUITE FIGURED OUT HOW TO INCREASE MY STRENGTH. I'M GOING TO TALK TO MY BOSS ABOUT THAT.
I, UH... KINDA WORK FOR THE GOVERNMENT ON THE SIDE. HAVE I TOLD YOU THAT?

Attributes: To increase an attribute by 1 step costs 10 karma points, up to the attribute maximum for your rank. Beyond that, each step costs 20 karma points, up to a maximum of 12. Remember to recalculate your Health or Resolve after increasing an attribute.

Powers: Increasing the level of a power (up to the maximal Monstrous level) or adding a new boost to your power costs 20 karma points. Gaining an entirely new power also costs 20 karma, but needs to be explained by something that happened in the game – the GM has final say. New powers don't come from nowhere.

Spending Karma

Improvement	Karma Cost
Attribute step	10/20
Power level	20
Power boost	20
Talent	10
Base upgrade	10

Talents: Learning a new talent costs 10 karma points. Some talents (like Windfall) also require an in-game explanation, and can be used for social scenes.

Drawbacks: You cannot "learn" new drawbacks, but you can remove an existing drawback for 10 karma points. You need to explain how your hero overcame their drawback.

Base Upgrades: A new base upgrade costs 10 karma points. You can pool your points in the team to improve your base. Note that some upgrades have specific prerequisites that must be met.

Training Facilities: If your team base has the Training Facilities or Training Simulator upgrade and you spend your time there between sessions, the karma costs for improving your heroes (but not for base upgrades) are reduced. Read more on page xx.

Changing a Key Relationship

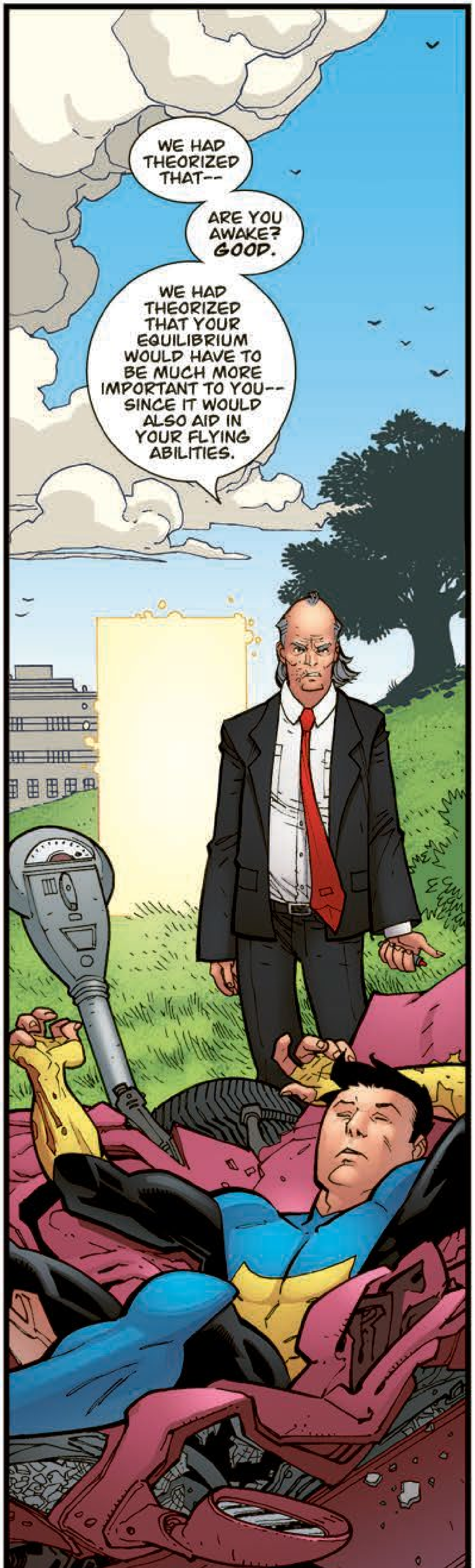
After the end of a game session, you are free to change one or both of your key relationships as you see fit.

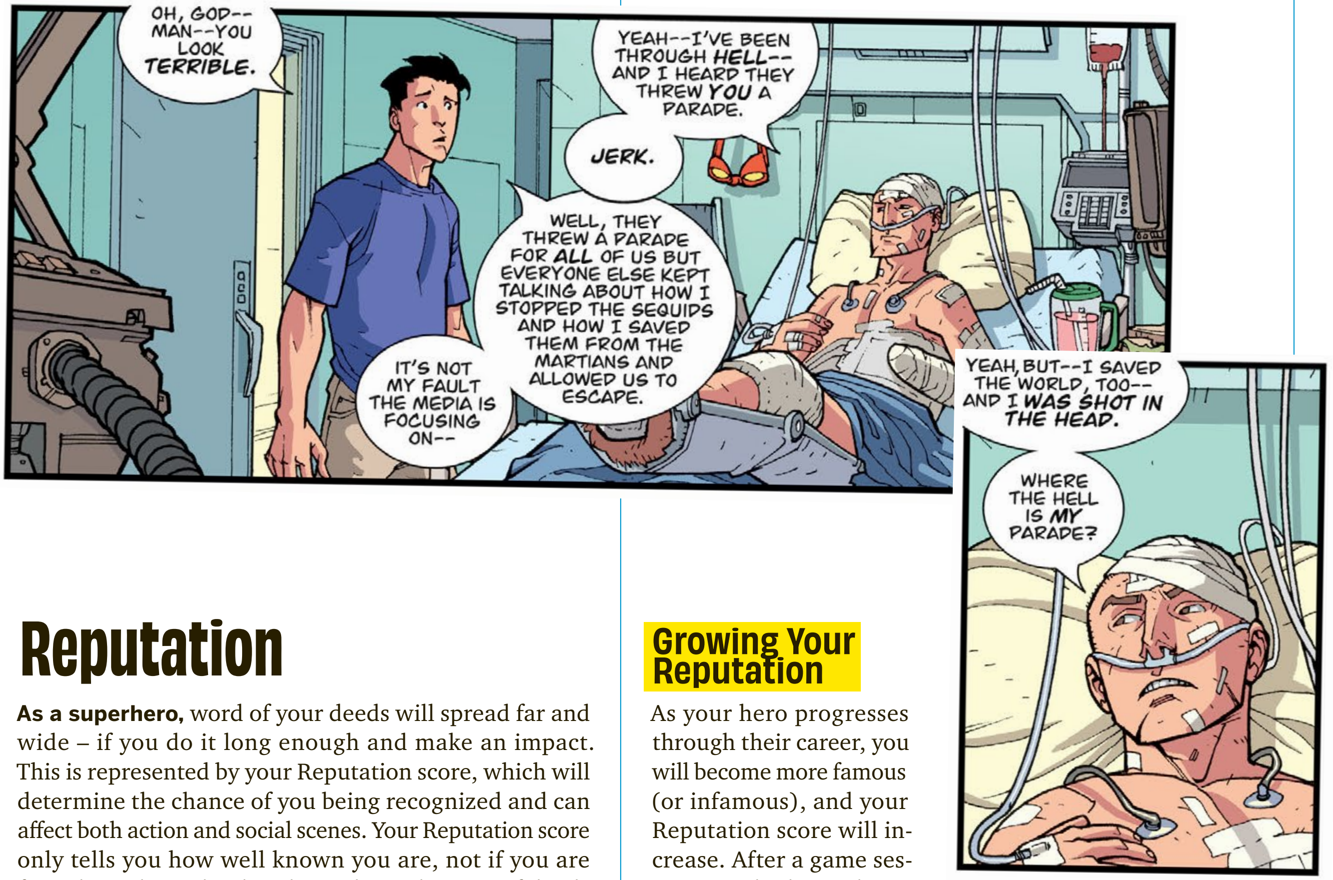
Overcoming Your Flaw

If you overcame your character flaw (page xx) during a session, you need to play a full session without a flaw, and after that, choose a new flaw – preferably based on what has occurred in the game.

Faster or Slower

In a short campaign, you may want character development to be faster – reducing the listed improvement costs by half. Conversely, in a very long campaign, you may want to increase the karma costs, even doubling them. Any changes in karma costs need to be approved by the GM.


WE HAD THEORIZED THAT--
ARE YOU AWAKE? GOOD.
WE HAD THEORIZED THAT YOUR EQUILIBRIUM WOULD HAVE TO BE MUCH MORE IMPORTANT TO YOU-- SINCE IT WOULD ALSO AID IN YOUR FLYING ABILITIES.


OH, GOD--MAN--YOU LOOK TERRIBLE.
YEAH--I'VE BEEN THROUGH HELL--AND I HEARD THEY THREW YOU A PARADE.
JERK.
WELL, THEY THREW A PARADE FOR ALL OF US BUT EVERYONE ELSE KEPT TALKING ABOUT HOW I STOPPED THE SEQUIDS AND HOW I SAVED THEM FROM THE MARTIANS AND ALLOWED US TO ESCAPE.
IT'S NOT MY FAULT THE MEDIA IS FOCUSING ON--
YEAH, BUT--I SAVED THE WORLD, TOO--AND I WAS SHOT IN THE HEAD.
WHERE THE HELL IS MY PARADE?

Reputation

As a superhero, word of your deeds will spread far and wide – if you do it long enough and make an impact. This is represented by your Reputation score, which will determine the chance of you being recognized and can affect both action and social scenes. Your Reputation score only tells you how well known you are, not if you are feared or admired – that depends on the type of deeds for which you are known.

Starting Reputation: You start the game with a Reputation score based on your hero rank (page xx), modified by the Renowned talent.

Being Recognized

When you arrive at a new scene, there is a chance that the people there have heard of you or seen you on the news. You must be introduced by name or have a distinctive appearance for this to happen.

Roll a number of dice equal to your Reputation score. If you roll one or more YY, your Reputation precedes you and people have heard of you and your deeds (this is not an attribute roll and cannot be pushed). Whether they react negatively or positively depends on which deeds you are known for, and is decided by the GM.

The Team: When an entire team of heroes arrives on a new scene, don't roll for Reputation for each hero. Instead, roll only for the hero with the highest Reputation score. In case of a tie, any hero can roll. The result applies to the entire team.

Roll Modifiers: If you are recognized due your Reputation score, you gain +2 dice to any PRESENCE rolls when trying to persuade or intimidate someone.

NPCs typically don't have a Reputation score. Instead, the adventure or the GM determines if you have heard of them.

Growing Your Reputation

As your hero progresses through their career, you will become more famous (or infamous), and your Reputation score will increase. After a game session in which you have performed one or more great or terrible deeds of some kind, one that was made known to the world, your Reputation score increases 1 point. What counts as a "great or terrible deed" is up to the adventure or the GM, but here are some examples:

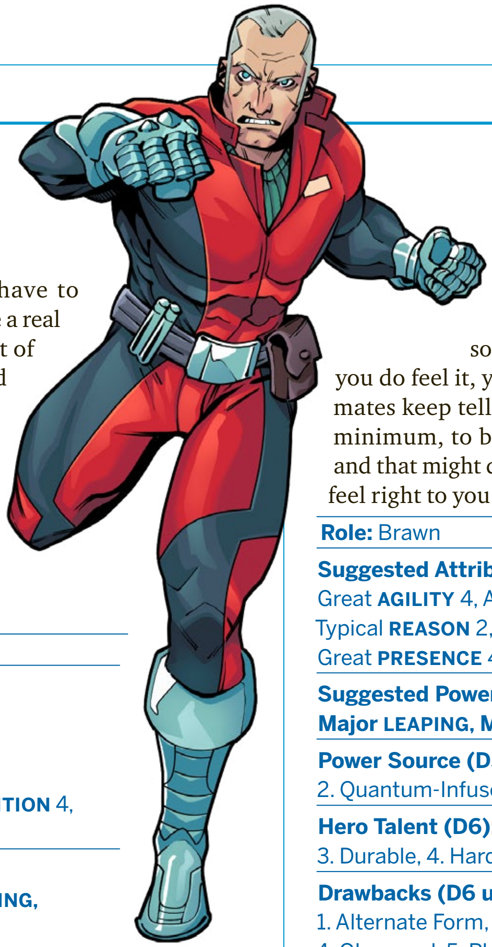
- A prominent NPC was killed, or saved from certain death.
- The deed prevented significant casualties or collateral damage.
- A feared supervillain or team was killed or incarcerated.
- The deed permanently altered the overall situation in a particular location.
- The deed will have significant consequences for a key organization (page xx).

Reducing Reputation: If a few months pass without your Reputation score being increased, it will instead be reduced 1 step (to a minimum of 0).

DUDE--I WAS JOKING. I KNOW YOU SAVED THE WORLD. MY THING IS BEING KEPT HUSH-HUSH. THEY DON'T WANT THE PUBLIC TO KNOW THEY ALMOST BOUGHT IT EVEN WITHOUT THE INVASION.
DON'T FEEL GUILTY.

Archetypes

The Beacon



You believe that heroes have to stand for something to make a real difference. You're the heart of your team, and they would follow you anywhere. Sometimes you don't feel worthy of that, but that's why they trust you so much. You've realized that the greatest superpower is courage – you make it contagious.

Role: Leader

Suggested Attributes:
Incredible **FIGHTING** 6,
Extraordinary **AGILITY** 5,
Incredible **STRENGTH** 6,
Great **REASON** 4, Great **INTUITION** 4,
Amazing **PRESENCE** 7

Suggested Powers:
DEFIANCE, GUIDANCE, LEAPING, PROTECTION

Power Source (D3): 1. Experimental Serum, 2. Specialized Gear, 3. Military Training

Hero Talent (D6):
1. Commander, 2. Compelling, 3. Determined, 4. Inspiration, 5. Leader, 6. Second Wind

Drawbacks (D6 up to two times):
1. Hard Times, 2. Gear Dependent, 3. Power Loss, 4. Reliant, 5. Super Suit, 6. Targeted

Occupation (D3):
1. Adventurer, 2. Law Enforcer, 3. Soldier

Personality (D6 twice): 1. Dedicated, 2. Rigid, 3. Selfless, 4. Patriotic, 5. Humble, 6. Patient

Drive (D3):

1. **Altruism.** You want to do good, no matter the cost.
2. **Idealism.** You stand for a cause for which you would lay down your life.
3. **Mentorship.** You strive to pass on what you've learned about being a hero to others.

Flaw (D3):

1. **Foolhardy.** You always go first into danger.
2. **Insecure.** You never believe in yourself.
3. **Overbearing.** You always tell others what to do.

Hero Name (D3):
1. Preamble, 2. Mister Thrilling, 3. Standout

The Bruiser

You're a powerhouse, and you like to show it up close and personal. They can't hurt you, but even if you do feel it, you're not going to stop. Your teammates keep telling you to keep the collateral to a minimum, to be careful not to go too far with it, and that might doesn't make right – but it sure does feel right to you.

Role: Brawn

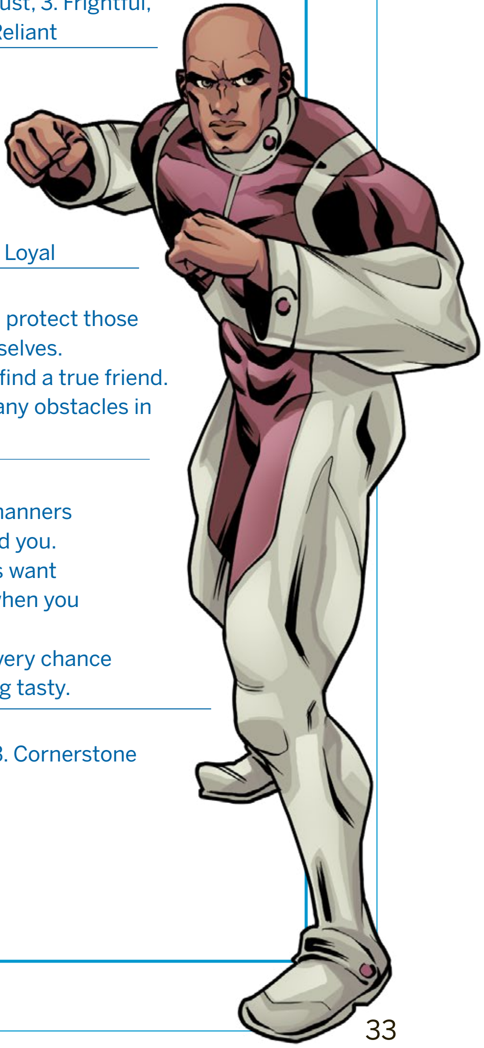
Suggested Attributes: Astounding **FIGHTING** 8, Great **AGILITY** 4, Awesome **STRENGTH** 10, Typical **REASON** 2, Great **INTUITION** 4, Great **PRESENCE** 4

Suggested Powers:
Major LEAPING, Major PROTECTION

Power Source (D3): 1. Mutant Physiology, 2. Quantum-Infused Bones, 3. Mythic Boon

Hero Talent (D6): 1. Bigger They Are, 2. Charger, 3. Durable, 4. Hard Hitter, 5. Indomitable, 6. Mighty

Drawbacks (D6 up to two times):
1. Alternate Form, 2. Bloodlust, 3. Frightful, 4. Obsessed, 5. Phobic, 6. Reliant



Occupation (D3):
1. Athlete, 2. Blue Collar, 3. Outsider

Personality (D6 twice): 1. Hardworking, 2. Funny, 3. Resourceful, 4. Stubborn, 5. Practical, 6. Loyal

Drive (D3):

1. **Protection.** You want to protect those who can't protect themselves.
2. **Friendship.** You long to find a true friend.
3. **Tenacity.** You won't let any obstacles in your path stop you.

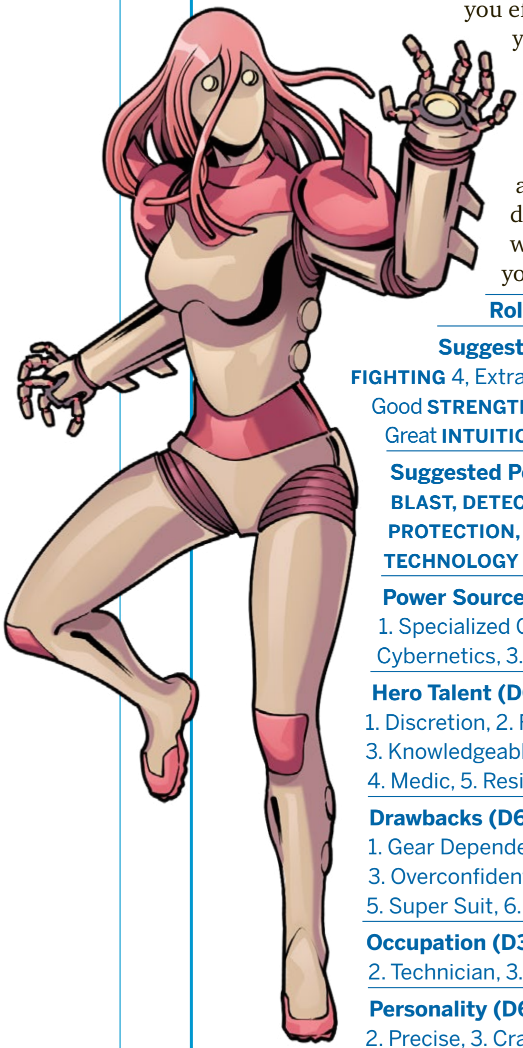
Flaw (D3):

1. **Uncouth.** Your lack of manners offends everyone around you.
2. **Destructive.** You always want to smash things, even when you shouldn't.
3. **Gluttonous.** You take every chance you get to eat something tasty.

Hero Name (D3):
1. Heavyset, 2. Molly Wop, 3. Cornerstone

Archetypes

The Gadgeteer



What would life be like without all these wonderful toys? In a world full of supervillains doing bad things, you effortlessly glide in with your hover boots, distract them with your nano-drones, detonate the charges they didn't see you set, and bring all their plans crumbling down. For you, the best weapon against evil is your cutting-edge tech.

Role: Controller

Suggested Attributes: Great **FIGHTING** 4, Extraordinary **AGILITY** 5, Good **STRENGTH** 3, Incredible **REASON** 6, Great **INTUITION** 4, Great **PRESENCE** 4

Suggested Powers: **BLAST, DETECTION, FLIGHT, PROTECTION, SNARE, STUN, TECHNOLOGY CONTROL**

Power Source (D3): 1. Specialized Gadgetry, 2. Integrated Cybernetics, 3. Android Body

Hero Talent (D6): 1. Discretion, 2. Formative, 3. Knowledgeable (Technology), 4. Medic, 5. Resilience, 6. Supportive

Drawbacks (D6 up to two times): 1. Gear Dependent, 2. Obsessed, 3. Overconfident, 4. Power Loss, 5. Super Suit, 6. Targeted

Occupation (D3): 1. Secret Agent, 2. Technician, 3. White Collar

Personality (D6 twice): 1. Colorful, 2. Precise, 3. Crass, 4. Multi-tasking, 5. Disillusioned, 6. Sarcastic

Drive (D3):

1. **Vigilance.** You must keep watch and always be ready to deal with threats.
2. **Invention.** You aim to create world-changing technology.
3. **Recognition.** You will show everyone you can hold your own as a hero.

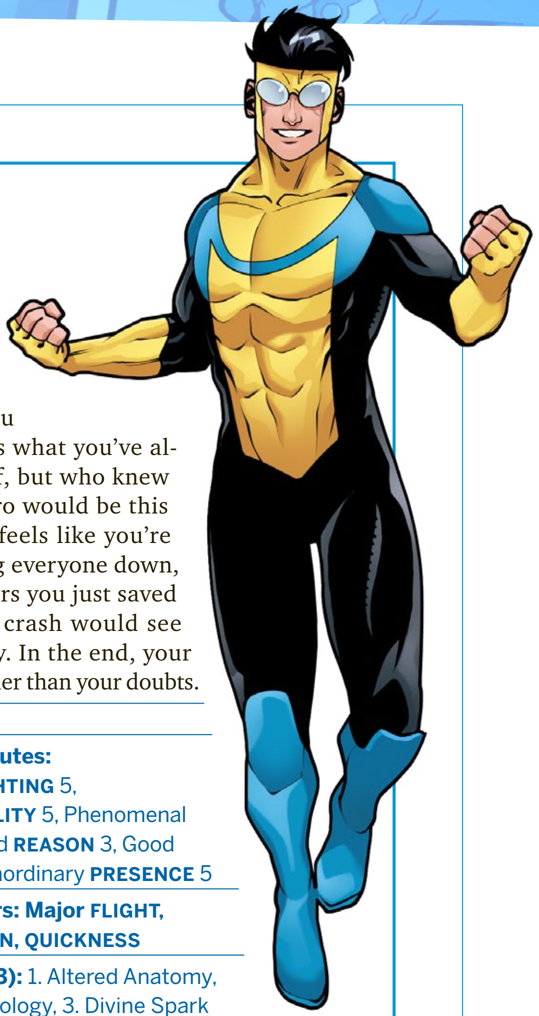
Flaw (D3):

1. **Exacting.** You expect too much from others.
2. **Frivolous.** You never take anything seriously.
3. **Controlling.** You always need to be in the driver's seat.

Hero Name (D3):

1. Password, 2. Blue Heron, 3. Meta-Gamer

The Icon



You're a high-flying symbol of hope, and people look to you to save them. It's what you've always dreamed of, but who knew being a superhero would be this complicated? It feels like you're constantly letting everyone down, but the passengers you just saved from that plane crash would see things differently. In the end, your actions speak louder than your doubts.

Role: Defender

Suggested Attributes: Extraordinary **FIGHTING** 5, Extraordinary **AGILITY** 5, Phenomenal **STRENGTH** 9, Good **REASON** 3, Good **INTUITION** 3, Extraordinary **PRESENCE** 5

Suggested Powers: Major FLIGHT, Major PROTECTION, QUICKNESS

Power Source (D3): 1. Altered Anatomy, 2. Viltrumite Physiology, 3. Divine Spark

Hero Talent (D6): 1. Charger, 2. Defensive, 3. Guardian, 4. Mighty, 5. Renowned, 6. Second Wind

Drawbacks (D6 up to two times): 1. Cursed, 2. Hard Times, 3. Obsessed, 4. Power Loss, 5. Targeted, 6. Vulnerable

Occupation (D3): 1. Artist, 2. Soldier, 3. Student

Personality (D6 twice): 1. Pure-hearted, 2. Grounded, 3. Stoic, 4. Compulsive, 5. Enthusiastic, 6. Transparent

Drive (D3):

1. **Legacy.** You want to honor what others before you left behind.
2. **Fate.** You are destined for a greater purpose.
3. **Responsibility.** You have gifts that you feel obligated to use for good.

Flaw (D3):

1. **Haunted.** You are plagued by memories of everyone you couldn't save.
2. **Naive.** You always extend trust too easily.
3. **Reckless.** You always take big risks without thought of the consequences.

Hero Name (D3):

1. Mainstay, 2. Captain Meta, 3. Showstopper

Archetypes

The Mastermind

You know how to plot and scheme to get what you want, and fortunately for the world, your goal is to make it a better place. It's your knack for getting everyone else to do the heavy lifting that allows you to devote more of your attention to the biggest problems. No matter what they are, you're always five steps ahead.

Role: Leader

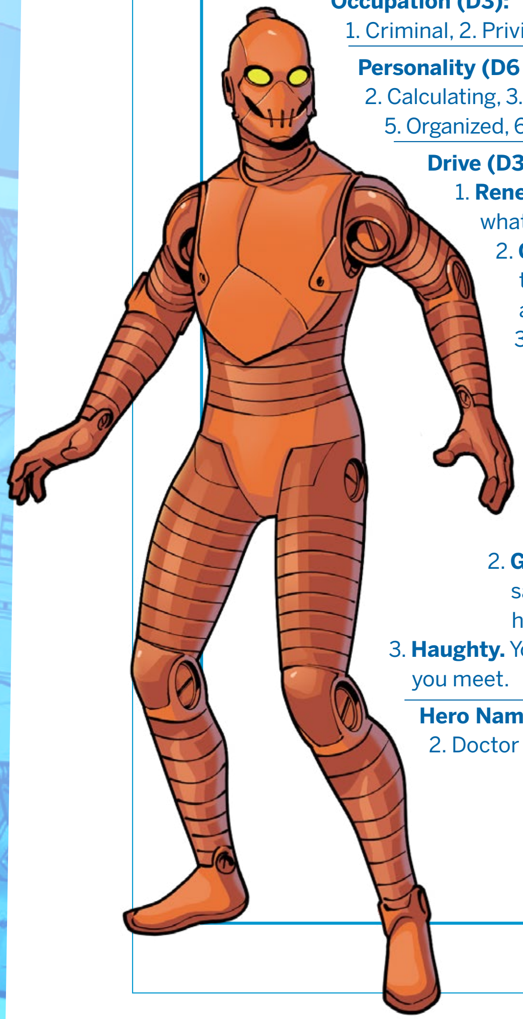
Suggested Attributes: Good **FIGHTING** 3, Good **AGILITY** 3, Good **STRENGTH** 3, Phenomenal **REASON** 9, Extraordinary **INTUITION** 5, Amazing **PRESENCE** 7

Suggested Powers: ACTION PLAN, GUIDANCE, NULLIFICATION, SUMMONING, TELEPORTATION

Power Source (D3): 1. Hyper-Intelligence, 2. Integrated Nano-Circuitry, 3. Arcane Secrets

Hero Talent (D6):
1. Commander, 2. Compelling, 3. Inspiration, 4. Leader, 5. Tactical Support, 6. Warning Call

Drawbacks (D6 up to two times):
1. Gear Dependent, 2. Obsessed, 3. Overconfident, 4. Phobic, 5. Reliant, 6. Targeted



Occupation (D3):
1. Criminal, 2. Privileged, 3. Technician

Personality (D6 twice): 1. Assertive, 2. Calculating, 3. Distant, 4. Professional, 5. Organized, 6. Enigmatic

Drive (D3):
1. **Renewal.** You want to cure what ails the world.
2. **Contentment.** You seek to finally find satisfaction and fulfillment.
3. **Preparation.** You want your contingencies to have contingencies.

Flaw (D3):
1. **Demanding.** You don't tolerate mistakes.
2. **Greedy.** You're never satisfied with what you have.
3. **Haughty.** You look down on everyone you meet.

Hero Name (D3): 1. Outcome, 2. Doctor Legacy, 3. Parable

The Metamorph

You can become whatever you need to be, whenever you need to be it – a form for every occasion. You've spent so much time as someone or something else that your true self is hard to remember, but you're okay with that as long as it means you get to be a superhero. Trouble doesn't faze you because you can adapt to anything.

Role: Wildcard

Suggested Attributes: Extraordinary **FIGHTING** 5, Extraordinary **AGILITY** 5, Great **STRENGTH** 4, Great **REASON** 4, Incredible **INTUITION** 6, Great **PRESENCE** 4

Suggested Powers: ELONGATION (boost: Plasticity, boost: Elongated Stride), SHAPESHIFTING, Major SIZE ALTERATION

Power Source (D3):
1. Protean Particles, 2. Martian Physiology, 3. Polymorph Alchemy

Hero Talent (D6):
1. Compelling, 2. Duck and Weave, 3. Durable, 4. Knowledgeable, 5. Loner, 6. Unconventional Wisdom

Drawbacks (D6 up to two times): 1. Alternate Form, 2. Bloodlust, 3. Cursed, 4. Hard Times, 5. Phobic, 6. Power Loss

Occupation (D3): 1. Devotee, 2. Outsider, 3. Scientist

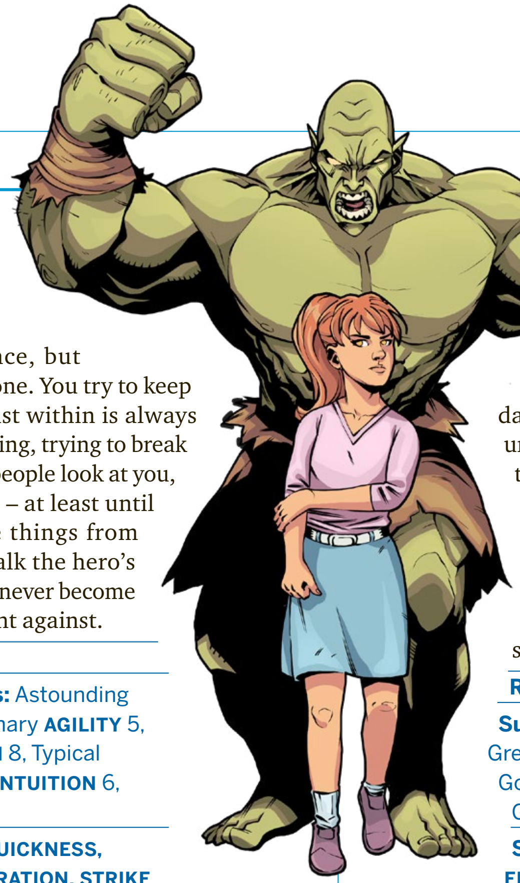
Personality (D6 twice):
1. Composed, 2. Awkward, 3. Cynical, 4. Empathetic, 5. Detached, 6. Wise

Drive (D3):
1. **Passion.** You will pursue what you love and inspire others along the way.
2. **Wonder.** You see every new form you take or place you go as an opportunity to grow.
3. **Manifestation.** You want to discover your perfect form.

Flaw (D3):
1. **Complacent.** You always wait for others to act first.
2. **Gullible.** You believe everything others tell you.
3. **Dishonest.** You always slant the truth.

Hero Name (D3):
1. Any-Man, 2. Miss Myriad, 3. Denizen

Archetypes



The Monster

You were normal once, but those days are long gone. You try to keep it buried, but the beast within is always there simmering, clawing, trying to break free. You see the way people look at you, that fear in their eyes – at least until you stop even worse things from hurting them. You walk the hero's path to make sure you never become the very thing you fight against.

Role: Brawn

Suggested Attributes: Astounding **FIGHTING** 8, Extraordinary **AGILITY** 5, Astounding **STRENGTH** 8, Typical **REASON** 2, Incredible **INTUITION** 6, Good **PRESENCE** 3

Suggested Powers: QUICKNESS, PROTECTION, REGENERATION, STRIKE

Power Source (D3): 1. Irradiated Physiology, 2. Cursed Transformation, 3. Lycanthropy

Hero Talent (D6): 1. Bigger They Are, 2. Indomitable, 3. Killer, 4. Menacing, 5. Mighty, 6. Second Wind

Drawbacks (D6 up to two times): 1. Alternate Form, 2. Bloodlust, 3. Cursed, 4. Frightful, 5. Obsessed, 6. Stranger

Occupation (D3): 1. Academic, 2. Outsider, 3. Privileged

Personality (D6 twice): 1. Self-reliant, 2. Authentic, 3. Introspective, 4. Fish out of water, 5. Distrusting, 6. Aggressive

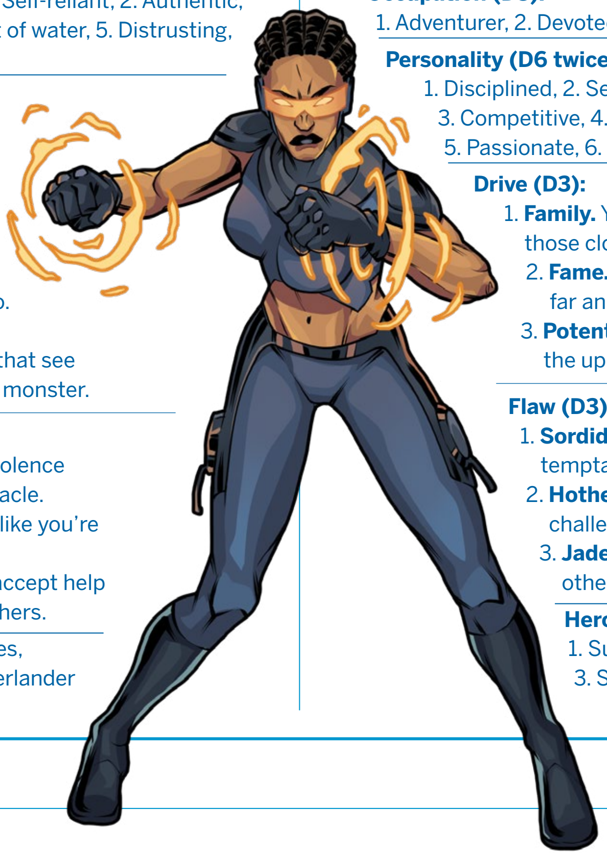
Drive (D3):

1. **Control.** You want to do good without losing yourself to your monstrous side.
2. **Acceptance.** You long to be trusted and embraced as a hero.
3. **Connection.** You seek to find others that see you as more than just a monster.

Flaw (D3):

1. **Violent.** You resort to violence to overcome every obstacle.
2. **Encumbering.** You feel like you're a burden to everyone.
3. **Withdrawn.** You never accept help or want to be around others.

Hero Name (D3): 1. Hackles, 2. Sylas Doomgore, 3. Hinterlander



The Nova

You feel like a star ready to explode. Constant dangers give you ample opportunity to unleash the energy you command, and there's nothing more exhilarating. You prefer the direct approach – no obstacle is too big to blast your way through. No one's ever called you subtle, but sometimes unleashing your raw power is exactly what the situation needs.

Role: Blaster

Suggested Attributes: Great **FIGHTING** 4, Amazing **AGILITY** 7, Good **STRENGTH** 3, Good **REASON** 3, Good **INTUITION** 3, Great **PRESENCE** 4

Suggested Powers: EMANATION, FLIGHT, IMMUNITY (Fire), MAJOR BLAST (boost: BURST EFFECT), MAJOR FIRE CONTROL

Power Source (D3): 1. Biokinetic Physiology, 2. Energy Battery Device, 3. Elemental Mastery

Hero Talent (D6): 1. Coordinated, 2. Evasive, 3. Loner, 4. Rapid Fire, 5. Resilience, 6. Sniper

Drawbacks (D6 up to two times): 1. Gear Dependent, 2. Hard Times, 3. Overconfident, 4. Power Loss, 5. Reliant, 6. Stranger

Occupation (D3): 1. Adventurer, 2. Devotee, 3. First Responder

Personality (D6 twice): 1. Disciplined, 2. Self-assured, 3. Competitive, 4. Short-tempered, 5. Passionate, 6. Coarse

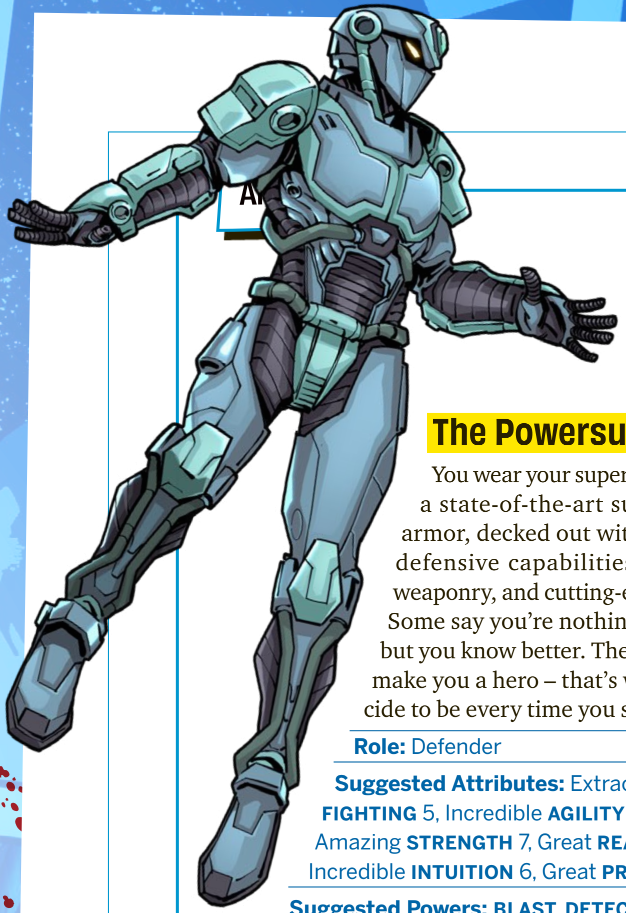
Drive (D3):

1. **Family.** You will do anything for those close to you.
2. **Fame.** You want to be known far and wide for your exploits.
3. **Potential.** You aim to discover the upper limits of your abilities.

Flaw (D3):

1. **Sordid.** You always give in to temptation.
2. **Hotheaded.** You never refuse a challenge.
3. **Jaded.** You never trust in others or the system.

Hero Name (D3): 1. Sundial, 2. Nth Degree, 3. Smokestack



Ar

The Powersuit

You wear your superpowers with a state-of-the-art suit of battle armor, decked out with advanced defensive capabilities, powerful weaponry, and cutting-edge sensors. Some say you're nothing without it, but you know better. The suit doesn't make you a hero – that's what you decide to be every time you step into it.

Role: Defender

Suggested Attributes: Extraordinary **FIGHTING** 5, Incredible **AGILITY** 6, Amazing **STRENGTH** 7, Great **REASON** 4, Incredible **INTUITION** 6, Great **PRESENCE** 4

Suggested Powers: BLAST, DETECTION, FLIGHT, Major PROTECTION

Power Source (D3): 1. Powered Armor, 2. Advanced Tech Suit, 3. Enchanted Breastplate

Hero Talent (D6): 1. Defensive, 2. Durable, 3. Fast Reflexes, 4. Guardian, 5. Knowledgeable (Technology), 6. Rapid Fire

Drawbacks (D6 up to two times):
1. Obsessed, 2. Overconfident, 3. Phobic, 4. Reliant, 5. Super Suit, 6. Targeted

Occupation (D3):
1. Privileged, 2. Soldier, 3. Technician

Personality (D6 twice):
1. Optimistic, 2. Sharp, 3. Ruthless, 4. Cool-headed, 5. Conflicted, 6. Restrained

Drive (D3):

1. **Safeguarding.** You will be a suit of armor for the whole world.
2. **Innovation.** You want to introduce updates to the established norm.
3. **Success.** You can't stand losing and will do anything to win.

Flaw (D3):

1. **Flippant.** You always act cheeky and irreverent.
2. **Vain.** You'll help anyone who gives you praise or compliments.
3. **Overthinking.** You excessively analyze every action you take.

Hero Name (D3):
1. Redoubt, 2. Proto-Tank, 3. Oilcan

The Psychic

You can tap into extraordinary mental abilities with a mere thought, and when you focus your willpower, mind over matter becomes a reality. You became a superhero to see what you're capable of, because with every thought you read, object you levitate, or image you project, your limits expand and your inner self grows stronger.

Role: Brains

Suggested Attributes: Good **FIGHTING** 3, Good **AGILITY** 3, Typical **STRENGTH** 2, Extraordinary **REASON** 5, Astounding **INTUITION** 8, Extraordinary **PRESENCE** 5

Suggested Powers: DEFIANCE, FLIGHT, ILLUSION, MIND CONTROL, TELEKINESIS, TELEPATHY

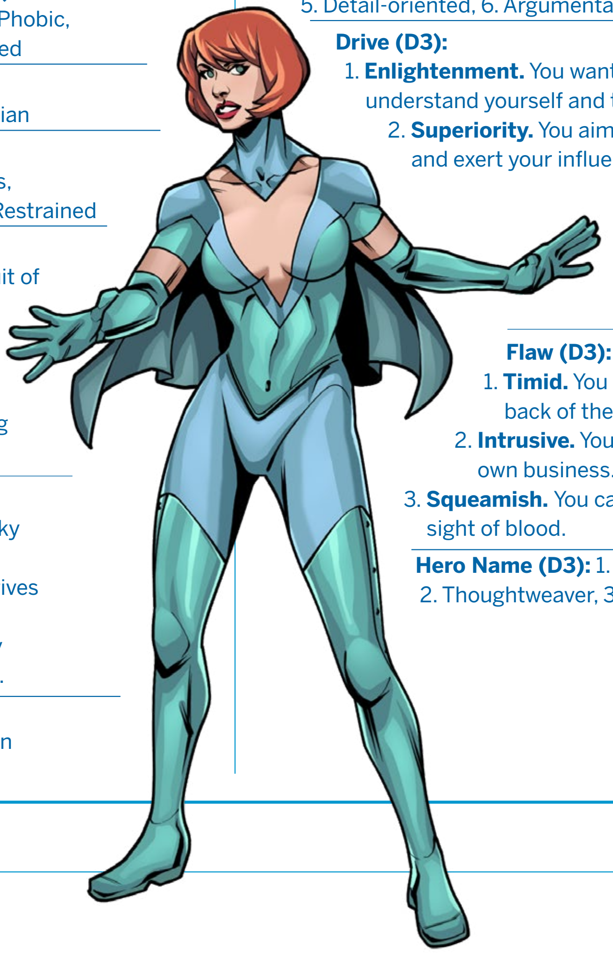
Power Source (D3): 1. Spiritual Enlightenment, 2. Hyper-Evolved Mind, 3. Otherworldly Entity

Hero Talent (D6): 1. Cunning, 2. Investigator, 3. Knowledgeable, 4. Manipulator, 5. Sharp-Tongued, 6. Supportive

Drawbacks (D6 up to two times):
1. Cursed, 2. Obsessed, 3. Phobic, 4. Power Loss, 5. Stranger, 6. Vulnerable

Occupation (D3): 1. Expert, 2. Outsider, 3. Scientist

Personality (D6 twice):
1. Visionary, 2. Charming, 3. Reflective, 4. Curious, 5. Detail-oriented, 6. Argumentative



Drive (D3):

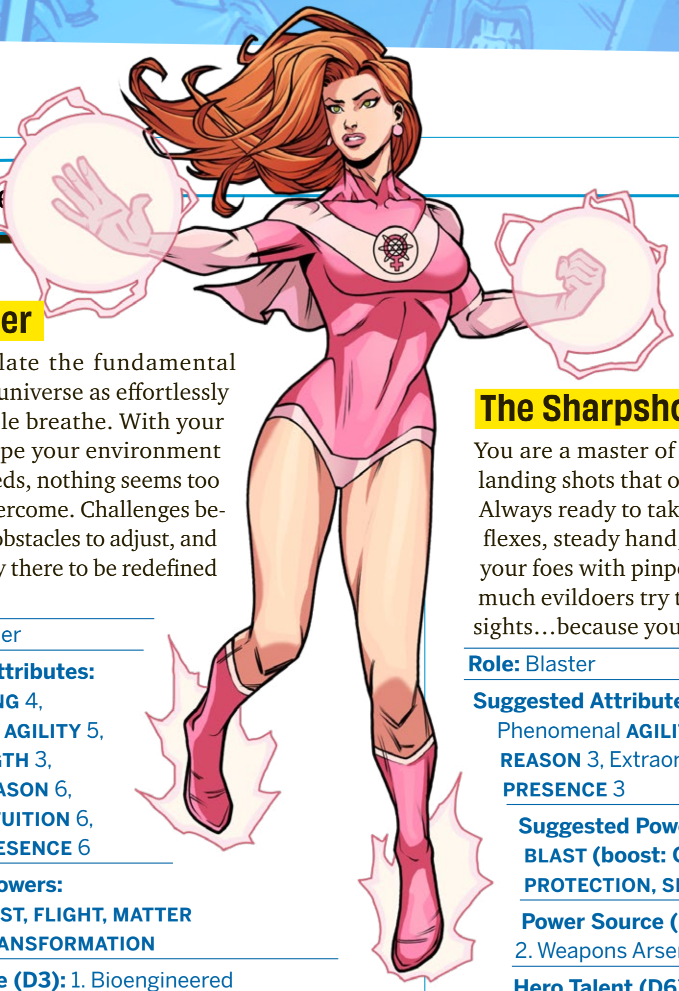
1. **Enlightenment.** You want to fully understand yourself and the world.
2. **Superiority.** You aim to be the best and exert your influence over others.
3. **Peace of Mind.** You seek freedom from inner demons – and the noise.

Flaw (D3):

1. **Timid.** You always stay at the back of the group.
2. **Intrusive.** You never mind your own business.
3. **Squeamish.** You can't stand the sight of blood.

Hero Name (D3): 1. Notion, 2. Thoughtweaver, 3. Fraught

Archetype



The Shaper

You manipulate the fundamental forces of the universe as effortlessly as most people breathe. With your ability to shape your environment to fit your needs, nothing seems too difficult to overcome. Challenges become simple obstacles to adjust, and limits are only there to be redefined by your will.

Role: Controller

Suggested Attributes: Great **FIGHTING** 4, Extraordinary **AGILITY** 5, Good **STRENGTH** 3, Incredible **REASON** 6, Incredible **INTUITION** 6, Incredible **PRESENCE** 6

Suggested Powers: **BARRIER, BLAST, FLIGHT, MATTER CONTROL, TRANSFORMATION**

Power Source (D3): 1. Bioengineered Physiology, 2. Mastery of Magic, 3. Green Amulet

Hero Talent (D6): 1. Determined, 2. Discretion, 3. Formative, 4. Knowledgeable, 5. Resilience, 6. Supportive

Drawbacks (D6 up to two times): 1. Alternate Form, 2. Cursed, 3. Hard Times, 4. Obsessed, 5. Phobic, 6. Power Loss

Occupation (D3): 1. Artist, 2. Devotee, 3. Technician

Personality (D6 twice): 1. Bubbly, 2. Centered, 3. Pedantic, 4. Articulate, 5. Strong-willed, 6. Cautious

Drive (D3):

1. **Hope.** You will show everyone they can believe in a brighter future.
2. **Harmony.** You want to bring unity and balance to the world.
3. **Discovery.** You seek to make the world a better place by finding the right answers.

Flaw (D3):

1. **Preoccupied.** You're always distracted.
2. **Scheming.** You think life is a board and everyone else is a chess piece.
3. **Probing.** The hunt for knowledge is more important than anything else.

Hero Name (D3): 1. The Composer, 2. Breakthrough, 3. Pivot

The Sharpshooter

You are a master of firing from range, capable of landing shots that others would deem impossible. Always ready to take aim, you trust your quick reflexes, steady hand, and deep focus to take down your foes with pinpoint precision. No matter how much evildoers try to hide, they can't escape your sights…because you don't miss.

Role: Blaster

Suggested Attributes: Incredible **FIGHTING** 6, Phenomenal **AGILITY** 9, Great **STRENGTH** 4, Good **REASON** 3, Extraordinary **INTUITION** 5, Good **PRESENCE** 3

Suggested Powers: **BLAST (boost: Overwhelming Blast), PROTECTION, SIGNATURE ITEM, SWINGING**

Power Source (D3): 1. Vibrations Attunement, 2. Weapons Arsenal, 3. Gun Fu

Hero Talent (D6): 1. Coordinated, 2. Fast Reflexes, 3. Killer, 4. Rapid Fire, 5. Sniper, 6. Stealthy

Drawbacks (D6 up to two times): 1. Gear Dependent, 2. Hard Times, 3. Overconfident, 4. Power Loss, 5. Super Suit, 6. Targeted

Occupation (D3): 1. Athlete, 2. Expert, 3. Soldier

Personality (D6 twice): 1. calm, 2. pragmatic, 3. clinical, 4. sociable, 5. reserved, 6. stylish

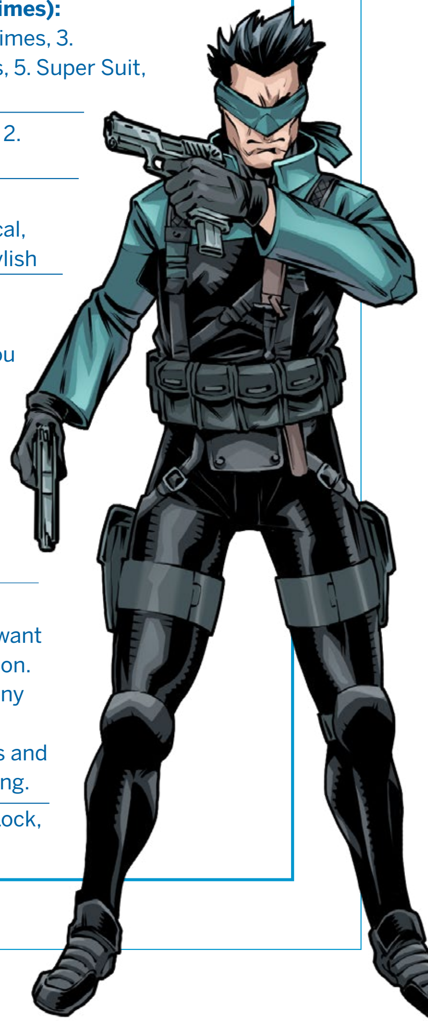
Drive (D3):

1. **Redemption.** You need to make amends for what you have done.
2. **Precision.** You want to eliminate mistakes to ensure you never miss.
3. **Belonging.** You seek to find the kind of family you never had.

Flaw (D3):

1. **Flamboyant.** You always want to be the center of attention.
2. **Maverick.** You don't like any structure or rules.
3. **Nomadic.** You are restless and always want to keep moving.

Hero Name (D3): 1. Target-Lock, 2. Epilogue, 3. Silver Hood



The Speedster

You're a whirlwind of acceleration and action, able to run circles around everyone. You're the first to arrive on the scene – and sometimes, all that's needed – because you can solve problems that would take others an hour in seconds. Whether it's a fight or a conversation, nobody keeps up with you and your breakneck pace.

Role: Striker

Suggested Attributes:
Extraordinary **FIGHTING** 5,
Incredible **AGILITY** 6,
Good **STRENGTH** 3,
Great **REASON** 4,
Good **INTUITION** 3,
Great **PRESENCE** 4

Suggested Powers: INTANGIBILITY, PROTECTION, QUICKNESS, Major SUPER-SPEED (boost: Fast Tasks), STRIKE (boost: Sudden Strike)

Power Source (D3): 1. Hyper-Metabolism, 2. Rocket Suit, 3. Speed of Hermes

Hero Talent (D6):
1. Coordinated, 2. Fast Reflexes, 3. Find Weakness, 4. Formidable, 5. Martial Arts, 6. Resilience

Drawbacks (D6 up to two times):
1. Alternate Form, 2. Obsessed, 3. Overconfident, 4. Stranger, 5. Super Suit, 6. Vulnerable

Occupation (D3):
1. Blue Collar, 2. Law Enforcer, 3. Technician

Personality (D6 twice): 1. Bold, 2. Free-spirited, 3. Energetic, 4. Capricious, 5. Persistent, 6. Tolerant

Drive (D3):

1. **Audacity.** You will prevail, no matter the odds.
2. Reflection. You know you need to slow down and smell the roses.
3. Engagement. You need constant stimulation.

Flaw (D3):

1. **Impatient.** Everything – and everyone – takes too long.
2. **Extreme.** You never know when to stop.
3. **Irritating.** You rub everyone the wrong way.

Hero Name (D3):
1. Breakneck, 2. Veloci-Dee, 3. Skedaddle

The Vigilante

You're a costumed crimefighter that relies on your wits, gadgets, and unwavering determination to carry out your tireless crusade. Is it justice or vengeance? Whatever they call it, you're keeping criminals off the streets. While your critics may not approve of your methods, the people you protect don't argue with the results.

Role: Brains

Suggested Attributes: Incredible **FIGHTING** 6, Extraordinary **AGILITY** 5, Extraordinary **STRENGTH** 5, Incredible **REASON** 6, Extraordinary **INTUITION** 5, Extraordinary **PRESENCE** 5

Suggested Powers:
PROTECTION, SNARE, STRIKE, SWINGING

Power Source (D3): 1. Ninjutsu, 2. Utility Belt, 3. Vengeful Spirit Possession

Hero Talent (D6): 1. Hard Hitter, 2. Investigator, 3. Martial Artist, 4. Stealthy, 5. Streetwise, 6. Subdue

Drawbacks (D6 up to two times):
1. Bloodlust, 2. Gear Dependent, 3. Obsessed, 4. Reliant, 5. Super Suit, 6. Targeted

Occupation (D3):
1. Investigator, 2. Law Enforcer, 3. White Collar

Personality (D6 twice): 1. Alert, 2. Shady, 3. Dutiful, 4. Freewheeling, 5. Stern, 6. Charitable

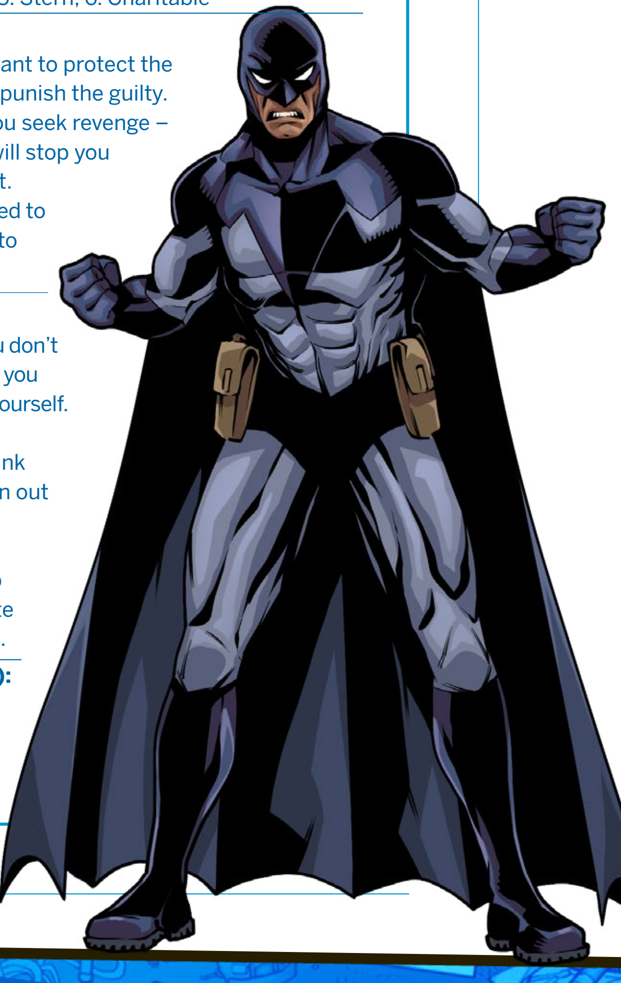
Drive (D3):

1. Justice. You want to protect the innocent and punish the guilty.
2. Vengeance. You seek revenge – and nothing will stop you from getting it.
3. Thrills. You need to take big risks to feel alive.

Flaw (D3):

1. **Skeptical.** You don't trust anything you don't see for yourself.
2. **Pessimistic.** You always think things will turn out for the worst.
3. **Obsessive.** You can't stop once you fixate on something.

Hero Name (D3):
1. Upholder,
2. Beatdown,
3. Thrillseeker



Archetypes

The Warrior

You are a legendary hero, renowned for your victories in countless battles. There's no greater thrill for you than facing a worthy opponent. Your weapon is an extension of your might, carrying a reputation nearly as legendary as your own. Confronting the world's most dangerous evils is your calling, and you will answer that call.

Role: Striker

Suggested Attributes: Astounding **FIGHTING** 8, Extraordinary **AGILITY** 5, Incredible **STRENGTH** 6, Good **REASON** 3, Great **INTUITION** 4, Great **PRESENCE** 4

Suggested Powers: LEAPING, PROTECTION, SIGNATURE ITEM, STRIKE (boost: Sudden Strike)

Power Source (D3): 1. Amazonian Physiology, 2. Weapons Mastery, 3. Legendary Artifact

Hero Talent (D6): 1. Bigger They Are, 2. Combat Veteran, 3. Find Weakness, 4. Formidable, 5. Merciless, 6. Tactical Support

Drawbacks (D6 up to two times): 1. Bloodlust, 2. Cursed, 3. Hard Times, 4. Overconfident, 5. Stranger, 6. Vulnerable

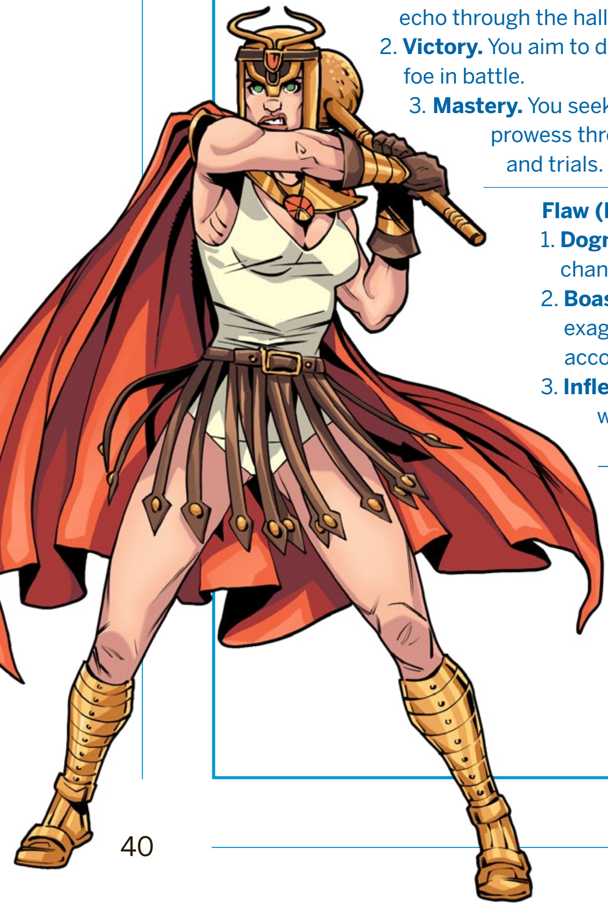
Occupation (D3): 1. Adventurer, 2. Outsider, 3. Soldier

Personality (D6 twice): 1. Honorable, 2. Suspicious, 3. Steady, 4. High-minded, 5. Burned out, 6. Ambitious

Drive (D3):
1. **Glory.** You want your deeds to echo through the halls of eternity.
2. **Victory.** You aim to defeat a mighty foe in battle.
3. **Mastery.** You seek to perfect your prowess through discipline and trials.

Flaw (D3):
1. **Dogmatic.** You never change your mind.
2. **Boastful.** You always exaggerate your accomplishments.
3. **Inflexible.** You never work with the enemy.

Hero Name (D3): 1. Rubicon, 2. Skirmisher, 3. Banneret



The Wisecracker

Your true superpower is snark. It's surprising how much impact the right words can have at just the right moment, and you wield them with pinpoint precision. No one takes you seriously at first – and that's exactly how you want it. Your track record proves you know exactly what you're doing.

Role: Wildcard

Suggested Attributes: Incredible **FIGHTING** 6, Extraordinary **AGILITY** 5, Great **STRENGTH** 4, Great **REASON** 4, Great **INTUITION** 4, Amazing **PRESENCE** 7

Suggested Powers: DEFIANCE, Major DISTRESS, STRIKE, SWINGING

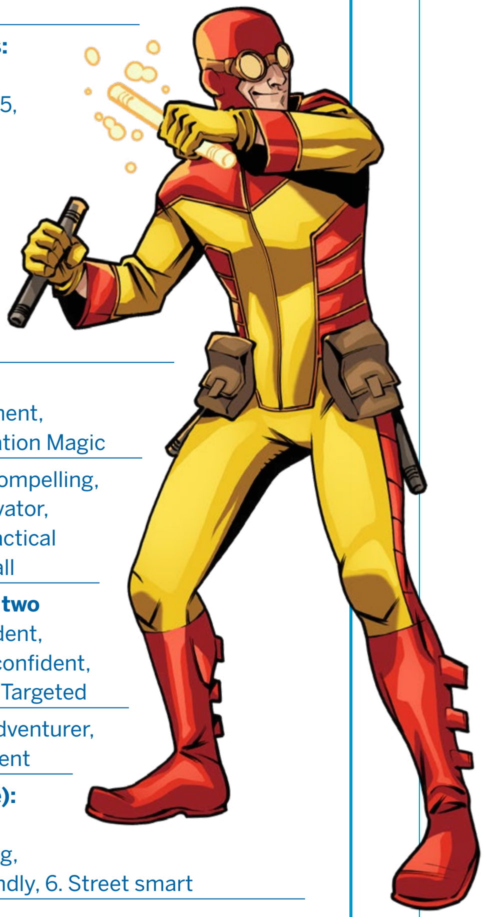
Power Source (D3): 1. Government Experiment, 2. Scathing Wit, 3. Vexation Magic

Hero Talent (D6): 1. Compelling, 2. Determined, 3. Motivator, 4. Sharp-Tongued, 5. Tactical Support, 6. Warning Call

Drawbacks (D6 up to two times): 1. Gear Dependent, 2. Hard Times, 3. Overconfident, 4. Phobic, 5. Reliant, 6. Targeted

Occupation (D3): 1. Adventurer, 2. Athlete, 3. Secret Agent

Personality (D6 twice): 1. Insecure, 2. Heart of gold, 3. Problem-solving, 4. Independent, 5. Friendly, 6. Street smart



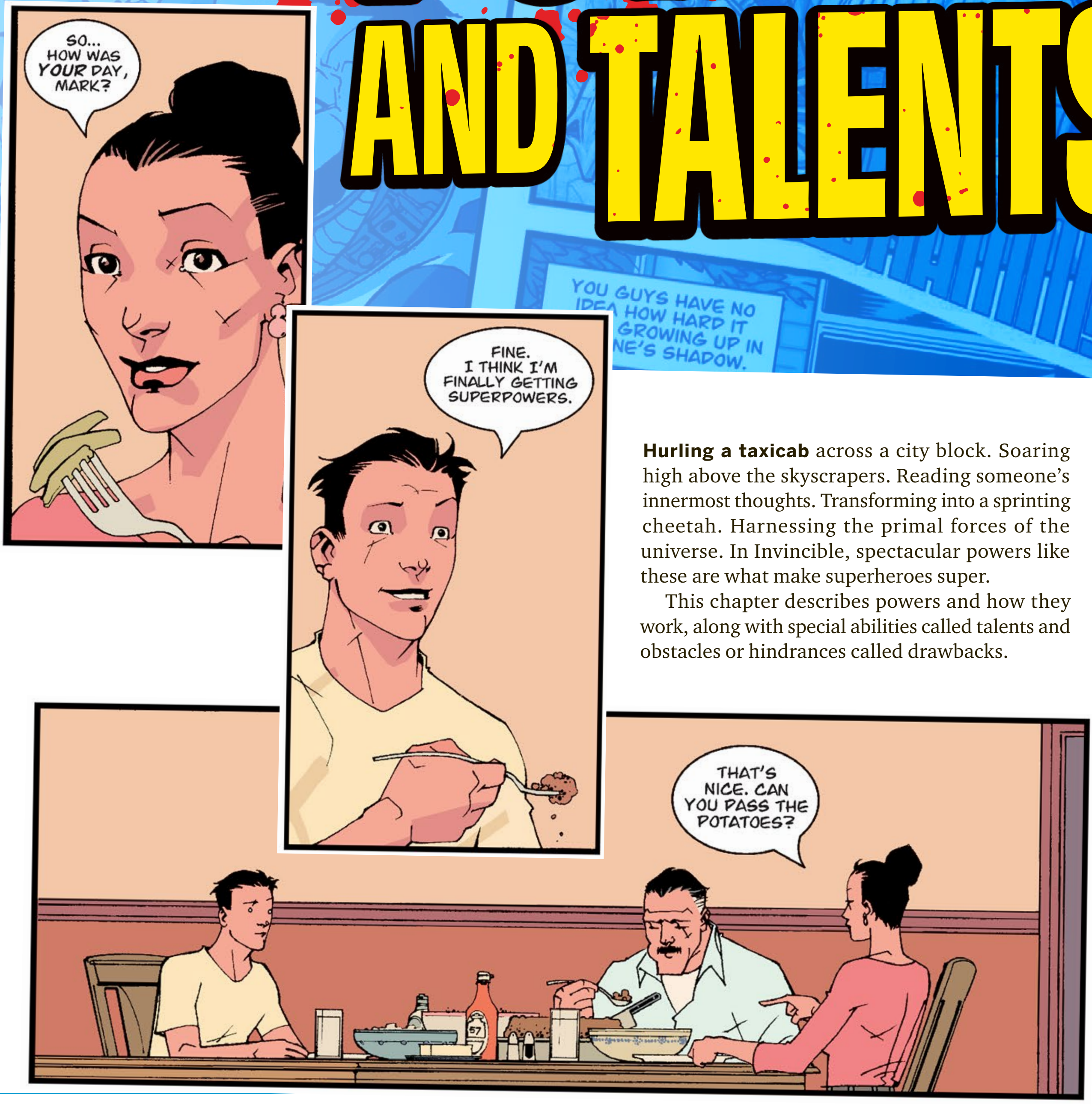
Drive (D3):
1. **Freedom.** You don't answer to anyone other than yourself.
2. **Recognition.** You want to get the respect you deserve.
3. **Moxie.** You will test your mettle against anyone or anything.

Flaw (D3):
1. **Motormouth.** You never know when to stop talking.
2. **Lazy.** You take every chance to rest.
3. **Kleptomaniac.** You can't stop yourself from stealing valuables.

Hero Name (D3): 1. Daresay, 2. Antic, 3. Scallywag

CHAPTER THREE

POWERS AND TALENTS


SO... HOW WAS YOUR DAY, MARK?
FINE. I THINK I'M FINALLY GETTING SUPERPOWERS.
THAT'S NICE. CAN YOU PASS THE POTATOES?

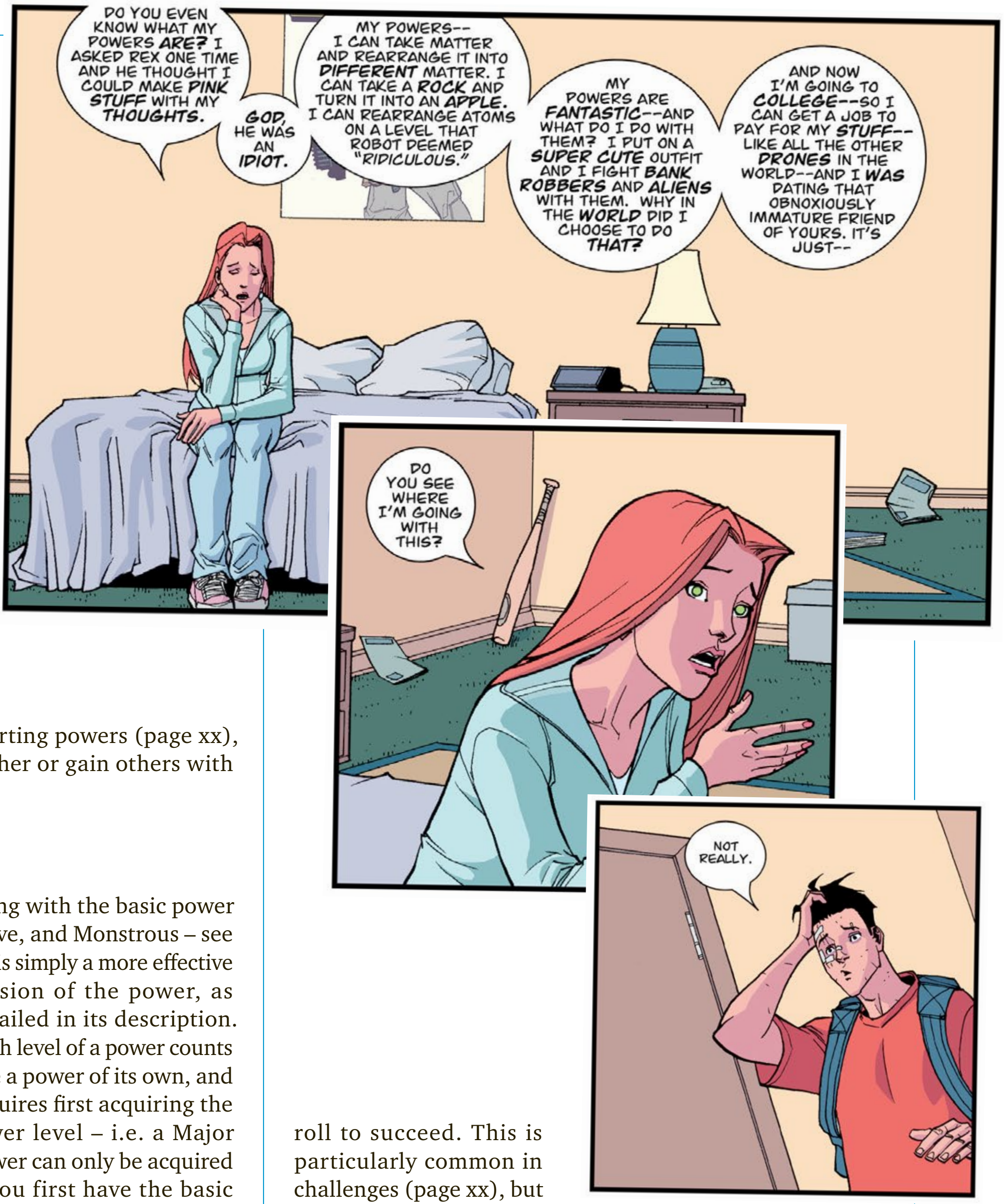
Hurling a taxicab across a city block. Soaring high above the skyscrapers. Reading someone's innermost thoughts. Transforming into a sprinting cheetah. Harnessing the primal forces of the universe. In Invincible, spectacular powers like these are what make superheroes super.

This chapter describes powers and how they work, along with special abilities called talents and obstacles or hindrances called drawbacks.

Powers

In Invincible – Superhero Roleplaying, powers are the extraordinary abilities that set your hero apart. "Power" in the game refers to any exceptional trait that isn't an attribute (page xx) or talent (page xx), even if it's not technically superhuman – many comics feature ordinary humans performing superheroic deeds through intense training, advanced technology, or sheer destiny. No matter how you acquire them, your hero's powers enable them to do the spectacular things that make them a superhero.

You begin the game with starting powers (page xx), and you can develop them further or gain others with karma points (page xx).


DO YOU EVEN KNOW WHAT MY POWERS ARE? I ASKED REX ONE TIME AND HE THOUGHT I COULD MAKE PINK STUFF WITH MY THOUGHTS.
GOD, HE WAS AN IDIOT.
MY POWERS-- I CAN TAKE MATTER AND REARRANGE IT INTO DIFFERENT MATTER. I CAN TAKE A ROCK AND TURN IT INTO AN APPLE. I CAN REARRANGE ATOMS ON A LEVEL THAT ROBOT DEEMED "RIDICULOUS."
MY POWERS ARE FANTASTIC--AND WHAT DO I DO WITH THEM? I PUT ON A SUPER CUTE OUTFIT AND I FIGHT BANK ROBBERS AND ALIENS WITH THEM. WHY IN THE WORLD DID I CHOOSE TO DO THAT?
AND NOW I'M GOING TO COLLEGE--SO I CAN GET A JOB TO PAY FOR MY STUFF--LIKE ALL THE OTHER DRONES IN THE WORLD--AND I WAS DATING THAT OBNOXIOUSLY IMMATURE FRIEND OF YOURS. IT'S JUST--
DO YOU SEE WHERE I'M GOING WITH THIS?
NOT REALLY.

Power Levels

Some powers have levels, starting with the basic power and progressing to Major, Massive, and Monstrous – see the adjacent table. A higher level is simply a more effective version of the power, as detailed in its description. Each level of a power counts like a power of its own, and requires first acquiring the lower level – i.e. a Major power can only be acquired if you first have the basic power level. If a power level is not indicated in a power's description, it defaults to the basic level of the power. Many powers only have a basic power level.

Power Levels

Level	Requires
Basic	–
Major	Basic
Massive	Major
Monstrous	Massive

Using Powers

Most powers require an action (quick, full, or interrupt) to use. Others are passively active and provide their benefits without an action. A power's description includes what type of actions are required for its typical use. Actions are explained in detail in chapter 4.

Rolling Dice: As a general rule, you don't need to roll dice to use a power, unless clearly stated otherwise (like attacking someone with **BLAST**). You don't need to roll dice to fly using **FLIGHT** or to change shape using **SHAPESHIFTING** for example – you can just do it.

However, if you use a power to achieve something beyond the basic stated effect of the power – like creating a cyclone with **FLIGHT** or assuming someone else's identity by using **SHAPESHIFTING** – you need to make an attribute roll to succeed. This is particularly common in challenges (page xx), but can also be called for in an adventure text or by the GM at any time they feel it's warranted. The Power Types section (page xx) indicates which attribute to roll for in such situations. Attribute rolls are explained in detail in chapter 4.

Exploits: In some cases, you can extend yourself to the limit with intense use of a power to increase its effectiveness with a power exploit, requiring you to take 1 or more points of stress. Many powers have exploit options in their description.

Describing Powers

This chapter explains the effects of each power in game terms, but the specifics of how the power looks, sounds, smells, and interacts with the world are up to you. Typically, powers from the same power source will have similar characteristics. Each power description has examples of how the power might manifest, but you can come up with your own ways that your powers are expressed to fit your hero's concept.

Power Types

Powers fall into one of six categories, called power types. Powers within the same group interact with talents or other rules in special ways, such as the Prodigy talent (page xx).

Attack powers are used offensively in combat to inflict damage or otherwise harm enemies. These powers are typically slugfest attacks that require a **FIGHTING** roll or shooting attacks that require an **AGILITY** roll, but certain boosts can alter which attribute is used.

Control powers manipulate the environment to hinder enemies or assist allies, like moving objects with your mind or conjuring energy constructs. In cases when an attribute roll is needed for a control power, the hero can use **REASON**, **INTUITION**, or **PRESENCE** (player's choice).

Defense powers protect against harm, enhance your ability to recover from injuries, or reduce the impact of certain effects. Many defense powers are passive and don't require an action or attribute roll. If a roll is needed, **STRENGTH** is used – except for the **BARRIER** power that uses **REASON**, **INTUITION**, or **PRESENCE** (player's choice).

Modification powers alter the physical form or capabilities of yourself or others, such as transforming into an animal, boosting an attribute, changing your size, or phasing through walls. Any attribute rolls for modification powers use **STRENGTH**, **AGILITY**, or **PRESENCE** (player's choice).

Movement powers enable you to move in extraordinary ways, like running faster than a car, swinging through the city on a rope or other type of line, or taking to the skies in flight. When an attribute roll is needed for a movement power, use **AGILITY**.

Sensory powers augment, create, or fool the senses, such as heightened hearing, the ability to detect magical auras, or turning invisible. Any attribute rolls for sensory powers use **INTUITION** or **PRESENCE** (player's choice).

Boosts & Limits

Some powers can be expanded with boosts, making them more useful or versatile. Many boosts provide additional options for exploits. For example, a hero with the **BLAST** power might choose the Overwhelming Blast boost, which allows them to deal more damage with the power.

Powers can also be restricted by selecting limits, making them less useful or versatile. For instance, a hero with the **FLIGHT** power from a specialized cape might have the Gliding Only limit, which prevents them from ending their movement at a higher elevation than where they started.

The power descriptions include a list of any available boosts or limits. During character creation, a power boost counts like a power of its own, using up one of your available powers slots for your rank. You can also gain new boosts during play (page xx).

Choosing a power limit during character creation allows you to increase the power's level by one step (such as basic to Major) or choose a boost for the same power. Limits can only be chosen when you initially acquire a power.

Powers by Type

Power	Type
Action Plan	Control
Adaptation	Defense
Adhesion	Modification
Affliction	Attack
Animal Control	Control
Barrier	Defense
Blast	Attack
Burrowing	Movement
Camouflage	Modification
Clairvoyance	Sensory
Cold Control	Control
Danger Sense	Sensory
Darkness Control	Control
Defiance	Defense
Detection	Sensory
Dimensional Travel	Control
Distress	Attack
Duplication	Modification
Earthquake	Control
Electricity Control	Control
Elongation	Modification
Emanation	Attack
Empathy	Sensory
Enhanced Senses	Sensory
Extra Limbs	Modification
Fire Control	Control
Flight	Movement
Gravity Control	Control
Guidance	Control
Healing	Modification
Illusion	Control
Immortality	Defense
Immunity	Defense
Intangibility	Modification
Invisibility	Sensory
Leaping	Movement
Life Support	Modification
Light Control	Control
Luck Control	Control
Magnetism Control	Control
Matter Control	Control
Mimicry	Control
Mind Control	Control
Nullification	Control
Plant Control	Control
Postcognition	Sensory
Precognition	Sensory
Protection	Defense
Quickness	Modification
Regeneration	Defense
Shapeshifting	Modification
Signature Item	Modification
Size Alteration	Modification
Snare	Attack
Sorcery	Control
Sound Control	Control
Strike	Attack
Stun	Attack
Summoning	Control
Super-Speed	Movement
Swimming	Movement
Swinging	Movement
Technology Control	Control
Telekinesis	Control
Telepathy	Sensory
Teleportation	Movement
Transformation	Modification
Water Control	Control
Weather Control	Control

Power Source

Where your hero's powers come from is explained by a power source. It describes the origin of your powers, unifies them into groups that interact with certain talents or drawbacks, and provides inspiration for roleplaying their use. Powers can come from an endless variety of sources – you can use the suggestions offered by your archetype, roll or choose from among the options on the table on page xx, or simply make up your own.

Multiple Power Sources: As an option, you may have two or even more power sources. If so, you must assign each of your powers to one source. As there are some potential benefits to this (page xx), each additional power source beyond the first costs 1 attribute point during character creation.

Power Sources

D66	Source
11	**Freak accident.** You were the sole survivor of a dangerous accident and were exposed to an unstable substance that changed you.
12	**Mutation.** You are a mutant that surprisingly developed superpowers when you were a teenager.
13	**Superpowered bloodline.** Your parents were superheroes, and the apple didn't fall far from the tree.
14	**Weapons proficiency.** You have undergone rigorous training in the use of various types of weaponry.
15	**Mystical artifact.** You discovered an ancient relic that promised hidden power to those brave enough to read its strange words.
16	**Alien device.** You were gifted highly advanced technology by an alien species, technology no other humans have access to.
21	**Spellcasting.** You have explored the mysterious depths of the arcane arts and, through years of study and practice, can cast powerful spells.
22	**Artificial being.** You were created as a synthetic lifeform – your powers stem from your coding and composition.
23	**Martian physiology.** You were exiled from Mars, but you've discovered you can do things the humans of Earth can only dream of doing.
24	**Enhanced clone physiology.** You are a clone with genetically engineered enhancements that make you superior to your original progenitor.
25	**Strange curse.** A curse was placed upon you that destroyed your life, but at least you gained superpowers in the process.
26	**Extragalactic meteorite.** You were near the sight of a strange meteorite crashing into Earth that gave you superpowers.
31	**Celestial endowment**. You were visited by supernatural beings who granted you a portion of their power.
32	**Irradiated blood.** Your blood was bombarded with alpha particles during a highly volatile experiment that granted you superpowers.
33	**Ingenious creation.** You were created for a specific purpose by a super-genius who either abandoned you or was taken from you.
34	**Stellar transformation.** A cosmic entity transformed you into a new being to carry out their unknowable purpose.
35	**Techno-organic body.** You are composed of artificial and organic materials that work in remarkable union, granting you superhuman abilities.
36	**Parasitic alien.** You have a symbiotic connection with an extraterrestrial parasite that gifts you power – as long as you help it accomplish its purpose.
41	**Shadowforce infusion.** You developed superhuman capabilities after prolonged exposure to the umbral energy of the Shadowverse.
42	**Mysterious enhancements.** You woke up in a hospital with no memory of anything before that day, but with superpowers.
43	**Extraterrestrial physiology.** You belong to a species with biological capabilities that exceed human limits.
44	**Divine avatar.** You are the latest incarnation of an ancient deity.
45	**Scientific genius.** You have an extraordinary aptitude for science and have trained for years to apply what you've learned.
46	**Cutting-edge inventions.** You created customized tools and toys that enabled you to become a superhero.
51	**Otherworldly pact.** You came to terms with an incomprehensible being – they granted you power, but what will be the price?
52	**Experimental formula.** You ingested an elixir that altered your genetic makeup.
53	**Atlantean physiology.** You hail from the underwater kingdom of Atlantis and possess qualities beyond those of most of your people.
54	**Ley line connection.** You are somehow connected to the network of magical energy conduits that span the world.
55	**Half-Viltrumite physiology.** Due to your half-Viltrumite DNA, you possess superpowers common to all Viltrumites.
56	**Peerless skill.** You learned under an elite instructor who taught you unique knowledge or techniques that you have sharpened over years of hard work.
61	**Mythic heritage.** You have a legendary ancestor, but you are the first in several generations to manifest powers.
62	**Genetic recoding.** You were abducted by aliens and lost years of your life, but you returned forever changed.
63	**Vampirism.** You've been turned into an immortal bloodsucking creature of the night.
64	**Chi enlightenment.** You have unlocked more of your vital energy's potential than others through discipline and advanced training.
65	**Magical legacy.** Your ancestors were secretly powerful wizards, eventually passing down their knowledge and secrets to you.
66	**Demonic physiology.** You are a demon on the run from Hell, possessing the supernatural abilities characteristic of your kind.

More Powers

The list of powers, boosts, limits, talents, and drawbacks in this chapter isn't exhaustive – if a player comes up with something on their own that the GM feels is reasonably balanced, it should be allowed, using the material in this chapter as a guide.

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Attack Powers

Affliction

Examples: Blinding light, corrupting grasp, fear gas, venomous bite

You can impose adverse effects on a nearby opponent. This is a shooting attack with Damage 3 and Range 0/1 but the attack does not inflict any actual damage – instead, if it penetrates any armor, the target suffers –3 dice to all attribute rolls and movement becomes a full action until a PRESENCE roll (with the penalty) is made to shake off the effect. The PRESENCE roll is no action, but only one attempt can be made per round and only on the victim's own turn.

- **Boost: Mental Affliction.** When using your AFFLICTION, you can roll for any mental attribute instead of AGILITY. Also, armor has no effect.
- **Boost: Potent Affliction.** Your targets suffer –4 dice to all attribute rolls instead of –3.
- **Limit: Requires Touch.** When using your AFFLICTION, you must perform a slugfest attack instead of a shooting attack.

Blast

Examples: Energy beams, firearms, lightning bolts, trick arrows

You can project, shoot, throw, or release a damaging assault against an opponent at a distance. This is a shooting attack with Damage 3, Range 0/3.

- **Major:** Your BLAST has Damage 4, Range 0/4.
- **Massive:** Damage 5, Range 0/5.
- **Monstrous:** Damage 6, Range 0/6.
- **Boost: Burst Effect.** When using BLAST, you can take 1 point of stress to give the attack area effect (page xx).
- **Boost: Overwhelming Blast.** When you hit with a BLAST, you can take up to 3 points of stress to increase the inflicted damage by the same amount.
- **Boost: Deadly Blast.** The damage from your BLAST counts as sharp (page xx), meaning you can spend an extra ⬢ to trigger the deadly hit stunt.
- **Limit: Exhausting Blast.** Any use of the BLAST power inflicts 1 point of stress, in addition to any stress inflicted for pushing.
- **Limit: Reduced Range.** Your BLAST has a range of 0/1, regardless of its level.

Distress

Examples: Battle cry, psychic scream, neurotoxin darts, scathing insults

You can assault the mind or willpower of an opponent. This is a shooting attack with Damage 3, Range 0/3. If the attack pierces any armor, it inflicts stress instead of damage. Extra ⬢ rolled increase the stress inflicted normally.

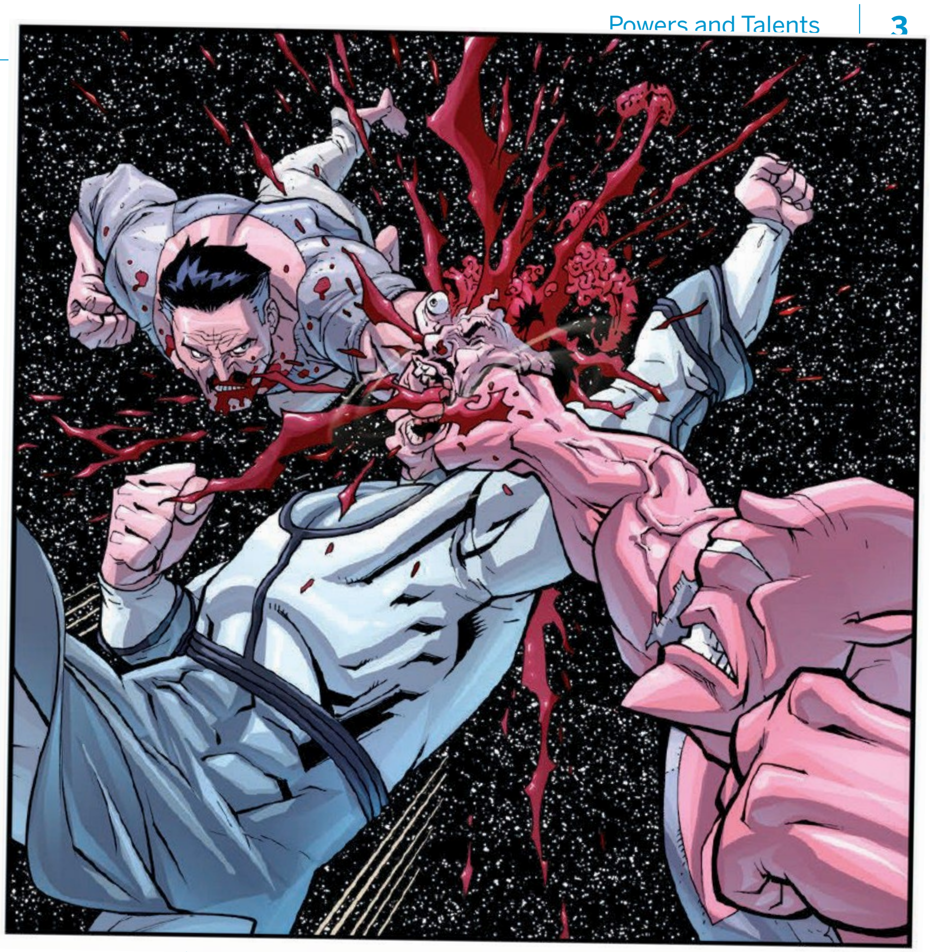
- **Major:** Your DISTRESS has Damage 4, Range 0/4.
- **Massive:** Damage 5, Range 0/5.
- **Monstrous:** Damage 6, Range 0/6.
- **Boost: Burst Effect.** When using your DISTRESS, you can take 1 point of stress to give the attack area effect.
- **Boost: Mental Distress.** When using your DISTRESS, you can roll for any mental attribute (REASON, INTUITION, or PRESENCE) instead of AGILITY. Also, armor has no effect.
- **Boost: Overwhelming Distress.** When you hit with DISTRESS, you can take up to 3 points of stress to increase the inflicted stress by the same amount.
- **Limit: Exhausting Distress.** Any use of the DISTRESS power inflicts 1 point of stress, in addition to any stress inflicted for pushing.
- **Limit: Reduced Range.** Your DISTRESS has a range of 0/1, regardless of its level.

Emanation

Examples: Flaming aura, acidic skin, guardian spirits, swarming insects

You can surround yourself with a damaging aura. You can activate this power with a quick action (even as an interrupt). Once activated, your Slugfest Damage is increased by +2 and anyone who touches you (including a slugfest attack) suffers 3 points of damage. The effect lasts until your next turn.

- **Boost: Potent Emanation.** Your EMANATION increases your slugfest damage by +3 and anyone who touches you suffers 4 points of damage.
- **Limit: Continual Emanation.** Your EMANATION is always active and cannot be turned off, meaning that unprotected creatures and objects take damage when you touch them.



Snare

Examples: Bolas, psychic restraints, plasma net, webbing

You can bind and restrict an opponent's movement. This is a shooting attack with Range 0/1. If it hits, the target is immobilized and cannot perform any actions that require physical movement (including slugfest and shooting attacks) until it has broken free. Doing so requires a **STRENGTH** roll with –2 dice (full action). **SNARE** doesn't work against huge creatures.

- **Major:** The target gets –3 dice to break free.
- **Massive:** –4 dice to break free.
- **Monstrous:** –5 dice to break free.
- **Boost: Multiple Snares.** When using **SNARE**, you can attack up to 3 opponents at a time, with a single action. Make a single attack roll, but attempts to dodge are rolled individually.
- **Limit: Immobilize Only.** When using your **SNARE**, grappled opponents can perform actions normally, but they still cannot move until they break free.

Strike

Examples: Brawling, bladed weapons, retractable claws, shock gauntlets

You can bash, slash, or thrust more effectively against an opponent close to you. Your Slugfest Damage is increased by +1 and you can take 1 point of stress to reduce the effect of any Armor by half for one attack (rounding up).

- **Major:** Slugfest Damage +2.
- **Massive:** Slugfest Damage +3.
- **Monstrous:** Slugfest Damage +4.
- **Boost: Overwhelming Strike.** When you hit with a slugfest attack, you can take up to 3 points of stress to increase the inflicted damage by the same amount.
- **Boost: Piercing Strike.** When you hit with a slugfest attack, you can take 1 point of stress to completely ignore the effects of any Armor.
- **Boost: Sudden Strike.** Once per round, as a quick interrupt action at any time in the round, you can take 1 point of stress to immediately make an extra slugfest attack against a target within reach. This bonus attack doesn't count toward your actions for the round.
- **Boost: Deadly Strike.** The damage from your slugfest attacks counts as sharp (page xx), meaning you can spend an extra ⛊ to trigger the deadly hit stunt.
- **Boost: Toxic Strike.** If your slugfest attack inflicts damage, the target must make a **STRENGTH** roll (no action) at the start of each turn or suffer 1 additional point of damage. The effect ends as soon as a **STRENGTH** roll is successful or the target is broken.
- **Limit: Windup Strike.** You must spend a quick action right before making a slugfest attack (on the same turn) to gain the effects from your **STRIKE**.

Stun

Examples: Lethargic ray, chemical spray, brainwave disruptor, nano-taser

You can temporarily disable or befuddle an opponent. This works as a shooting attack with Damage 3, Range 0/3. The attack does not inflict any actual damage – instead, if it penetrates any armor, the target must make an immediate **PRESENCE** roll (no action) or miss their next turn. They also cannot perform interrupt actions until then. **STUN** doesn't work against huge creatures.

- **Boost: Mental Stun.** When using your **STUN**, you can roll for any mental attribute (**REASON**, **INTUITION**, or **PRESENCE**) instead of **AGILITY**. Also, armor has no effect.
- **Boost: Potent Stun.** Targets get –2 dice to the **PRESENCE** roll to resist your **STUN**.
- **Limit: Requires Touch.** When using your **STUN**, you must perform a slugfest attack instead of a shooting attack.

Control Powers

Action Plan

Examples: Genius tactics, hypercognitive improvisation, contingency planning, extreme preparation

As a full action, you may roll for REASON to come up with a brilliant plan of action. Choose Attack, Defend, or Misdirect. If you succeed, all other heroes on your team who can hear you (even via comms or powers) gain +1 die per ⛊ rolled to all attribute rolls covered by the plan until your next turn – attack rolls if you chose Attack, dodging and blocking if you chose Defend, or all other rolls if you chose Misdirect.

Animal Control

Examples: Beastspeaking, primal possession, faunapathy, master taming

As a full action, you can control the actions of an animal within your zone or an adjacent zone. The animal is friendly to you and will undertake actions it might normally do, such as a wolf defending its territory. To command the animal to do something out of the ordinary, you must make a PRESENCE roll (quick action). The animal acts on your turn in the initiative order. If there is more than one animal in the target zone, you can control them all as minions (page xx). This power cannot be used on huge creatures. You can find a list of stats for animals on page xx.

- **Boost: Animal Mindlink.** You can communicate with an animal within your zone. An animal's thoughts are instinctual and basic, but it can convey simple information about what it has seen or heard.
- **Limit: Specific Animal Only.** When you use your ANIMAL CONTROL, you can only affect one type of animal, such as birds, reptiles, mammals, or aquatic creatures.

Cold Control

Examples: Cryokinesis, freeze gun, ice singing, frost wand

You can reduce temperatures to freeze your environment and manipulate ice. As a full action, you can reduce the temperature within your zone or an adjacent zone to below the freezing point to create frost and ice.

You can use this to make a shooting attack with Damage 3, Range 0/1. If you like, you can use this attack to immobilize the target instead of causing damage, preventing it from performing any actions that require physical movement until it has broken free. Doing so requires a STRENGTH roll (full action).

As a quick action, on your turn or as an interrupt action, you can create an ice barrier with Armor 3 for yourself or a target in your zone. The barrier lasts until you or the target moves out of the zone, until it is breached once, or until you dismiss it. You can have up to three barriers active at the same time.

- **Major:** You can create frost and ice in two adjacent zones, of which one needs to be your zone or an adjacent zone. Your attacks have Damage 4, Range 0/2.
- **Massive:** Three zones, Damage 5, Range 0/3.
- **Monstrous:** Four zones, Damage 6, Range 0/4.
- **Boost:** Ice Armor. As a quick or interrupt action, you can use your COLD CONTROL to encase yourself in ice to gain Armor 2 for the duration of an action scene (a few minutes).
- **Boost: Ice Slide.** You can use your COLD CONTROL to move up to 2 zones in a single (quick or full) action. If you take 1 point of stress, you can move up to 4 zones in a single action.

Darkness Control

Examples: Shadow animation, void magic, umbrakinesis, light suppression device

You can summon and manipulate darkness and shadows. As a full action, you can generate total darkness within your zone or an adjacent zone. Creatures attempting to move out of this darkness must make an AGILITY roll (no action), and they suffer –2 dice on all slugfest or shooting attacks against targets in the same zone. Affected creatures cannot attack targets in adjacent or further zones. You are never affected by your own darkness. The darkness lasts for a few minutes or until you are broken by damage or leave the scene.

- **Major:** You can generate darkness in two adjacent zones, of which one needs to be your zone or an adjacent zone.
- **Massive:** Generate darkness in three adjacent zones.
- **Monstrous:** Generate darkness in four adjacent zones.
- **Boost: Dreadful Darkness.** Anyone caught in your darkness suffers 2 points of stress on each turn, but may make an INTUITION roll (no action) to resist the effect – each ⛊ rolled eliminates 1 point of stress.

Dimensional Travel

Examples: Alternate reality shifting, Shadowverse jaunt, Other Realms pendant, wormhole sliding device

You can travel instantly from this dimension to another in a single quick action. If your destination is a parallel dimension, you arrive in the new dimension in the same relative location as your origin point. If it is another kind of dimension, you arrive in a random location. The details of the other dimension are up to the adventure or the GM.

- ✳ **Boost: Additional Travelers.** You can carry one (and only one) willing target with you to the target dimension. For each point of stress taken, up to 3 points, the number of additional travelers can be increased by 1. The additional travelers must be in the same zone.
- ✳ **Boost: Quick Travel.** By taking 1 point of stress, you can dimensionally travel (even with an ally) as an interrupt action, breaking the turn order. If you travel to another dimension in response to an attack, it misses automatically.
- ✳ **Boost: Create Portals.** As a full action, you can open a two-way portal that others can travel through that lasts a few minutes.
- ✳ **Limit: Parallel Dimensions Only.** You can only travel to parallel dimensions – alternate realities that exist alongside the primary material plane.
- ✳ **Limit: Specific Dimension.** You always teleport to the same dimension – a destination you choose when you select this limit, such as the Shadowverse (page xx), the Flaxan dimension (page xx), the Other Realms (page xx), or Hell (page xx).

WHOA!!
THWOOM!!
ACK!!
CRAP!
HOW DID YOU GET HERE?! HOW?!
WHERE DID YOU COME FROM?!
WRAMM!!
NO, I MEAN-- YOU DRESS LIKE A BAT AND YOUR NAME IS--I MEAN, DON'T YOU THINK THAT'S KINDA LAZY?
NEVER MIND--I'VE ALREADY HAD THIS CONVERSATION ONCE TODAY.

Earthquake

Examples: Tectonic hammer, ground pound, seismic gauntlets, curse of Perses

You can trigger a localized earthquake within your zone. This counts as a shooting attack with Damage 2, +2 dice, and area effect, meaning the effect is applied to all targets in the zone. Each potential target dodges individually. You are immune to damage from your own **EARTHQUAKE**, which automatically wrecks the target zone (page xx). If the zone is already wrecked, the attack cannot be made, and the power cannot be used in zones that cannot be wrecked, like open air.

- **Major:** Your **EARTHQUAKE** has base Damage 3 and can cover two adjacent zones, of which one needs to be your own zone or adjacent zone.
- **Massive:** Base Damage 4 in three adjacent zones.
- **Monstrous:** Base Damage 5 in four adjacent zones.
- **Boost: Shockwave.** You can direct your **EARTHQUAKE** to damage one specific target instead of a whole zone. The base Damage is increased 1 step. The shockwave doesn't wreck any zone, but all of the zones between you and your target need to be wreckable.
- **Boost: Earth Drift.** You can use the power to move up to 2 zones in a single (quick or full) action. If you take 1 point of stress, you can move up to 4 zones in a single action.

Electricity Control

Examples: Shock suit, electrokinesis, charged proto-particles, surge shield

As a full action, you can move and control any electrical currents within your zone or an adjacent zone, such as moving current from one machine to another or stopping the flow of electricity altogether to shut down electrical devices.

You can use this to make a shooting attack with Damage 3, Range 0/1, as long as there is electrical energy in your zone or an adjacent zone. Any Armor is halved (rounding up) against such an attack, which gets +2 dice against an opponent that is made of conductive materials (such as metal).

An electrical attack can also be used to stun an opponent instead of causing damage – instead, if it penetrates any Armor, the target must make an immediate **PRESENCE** roll (no action) or miss their next turn. They also cannot perform interrupt actions until then. Against an opponent that is made of conductive materials (such as metal), these attacks deal +2 Damage.

- **Major:** You can control electricity in two adjacent zones, of which one needs to be your zone or an adjacent zone. Your attacks have Damage 4, Range 0/2.
- **Massive:** Three zones, Damage 5, Range 0/3.
- **Monstrous:** Four zones, Damage 6, Range 0/4.
- **Boost: Discharge.** When you hit with an electric attack, you can take up to 3 points of stress to increase the inflicted damage by the same amount.
- **Boost: Body Battery.** If there is electricity in your zone, you can recharge Resolve points. Roll for any mental attribute (**REASON**, **INTUITION**, or **PRESENCE**) – you gain 1 point of Resolve +1 for each ⛊ rolled. You can even go above your maximum Resolve, but any excess Resolve will dissipate after a few minutes. You can only recharge Resolve in this way once per action scene in the same zone.

Fire Control

Examples: Pyrokinesis, demonic heritage, pyromancy, inferno staff

You can manipulate flames and heat. As a full action, you can extinguish a fire within your zone or an adjacent zone, increase the Intensity (page xx) of a fire by up to 3 points, or spread a fire to an adjacent zone.

You can use this power to make a shooting attack with Damage 3, Range 0/1 as long as there is fire in your zone or an adjacent zone. If the target takes damage from the attack, they catch fire (page xx). By taking 1 point of stress, you can also choose to set the target's zone ablaze with Intensity 6.

You are completely immune to fire damage yourself.

- **Major:** You can control fire in two adjacent zones, of which one needs to be your zone or an adjacent zone. You can increase Intensity up to 4 points and your attacks have Damage 4, Range 0/2.
- **Massive:** Three zones, Intensity +5, Damage 5, Range 0/3.
- **Monstrous:** Four zones, Intensity +6, Damage 6, Range 0/4.
- **Boost: Conflagration**. When using your FIRE CONTROL to perform a shooting attack, you can take 1 point of stress to give the attack area effect.
- **Boost: Firestarter.** You can generate your own fire to make a shooting attack or trigger an Intensity 6 blaze in your own zone or an adjacent zone.
- **Limit: Destructive Flames.** When using your FIRE CONTROL, you can't decrease the Intensity of fire, only increase it.

Gravity Control

Examples: Nano-tractor gun, gyrokinesis, floortilting, personal grav-repulsors

As a full action, you can reduce or increase the effects of gravity within your zone or an adjacent zone, affecting both the ground zone and the elevated zone above it (page xx).

If you reduce gravity, all characters and loose objects immediately move to elevated altitude, floating in the air. Getting down to the ground requires an AGILITY roll or use of the FLIGHT or SWINGING powers (quick action), but any further actions taken inside the affected zone require an AGILITY roll first (no action) or the action is forfeit.

If you increase gravity, all objects in the zone are treated as having a weight rating 3 higher than normal. All characters at elevated altitude immediately crash to the ground, taking falling damage (page xx). Also, no aerial movement in the zone is possible, and ground movement becomes a full action requiring a STRENGTH roll.

- **Boost: Precise Control.** You can choose which objects or targets are affected in a zone when you reduce or increase gravity.

Guidance

Examples: Natural leadership, spiritual assistance, ancestral evocation, compelling charisma

As a full action, you may make a PRESENCE roll, and for each ⛊ rolled, you can inspire one other hero that you can communicate with to immediately take a bonus action (full or quick) of your choice on your turn, without affecting their own turn. The target can refuse the action but cannot take another bonus action instead.

Also, as a quick interrupt action, you may make a PRESENCE roll to allow another hero to block or dodge an attack without spending any action of their own.

Illusion

Examples: Ethereal projections, holograms, psychic phantasms, deception magic

As a full action, you can make a target see or hear something that isn't there, or hide something that otherwise would be seen within your zone or an adjacent zone. The illusion can be up to human-sized and only one target is affected. The target can reveal the illusion with a passive INTUITION roll (no action, cannot be pushed). If the roll fails, the target must act as if the illusion is real. The illusion lasts for a few minutes, but any attack that hits it will reveal its false nature and remove its effects. This power has no effect on huge creatures (page xx).

Roleplaying Illusions

When an NPC uses **ILLUSION** against a hero who fails the **INTUITION** roll, you should not inform the player of this, but instead describe the illusion as if it were real. When a hero uses **ILLUSION** against an NPC who fails the roll, you should let the NPC act as if the illusion was real.

- **Major:** The illusion can be up to the size of a car and the target gets –1 die to the INTUITION roll.
- **Massive:** Up to the size of a bus, –2 dice to INTUITION roll.
- **Monstrous:** Building-sized, –3 dice to INTUITION roll.
- **Boost: Area Projection.** If you take 1 point of stress, your ILLUSION will affect any number of targets within your zone or an adjacent zone.
- **Boost: Terrifying Illusions.** The target of your illusion suffers 3 points of stress, minus 1 for each ⛊ rolled in the INTUITION roll. If no ⛊ are rolled, the target also loses their next turn and cannot perform interrupt actions before then.
- **Boost: Remote Projection.** If you take 1 point of stress, you can project your ILLUSION to any target that you can perceive (even via comms), regardless of distance.
- **Boost: Dream Projection.** You can use your ILLUSION power to project illusory images into the mind of a sleeping target. The target will vividly remember these projections.

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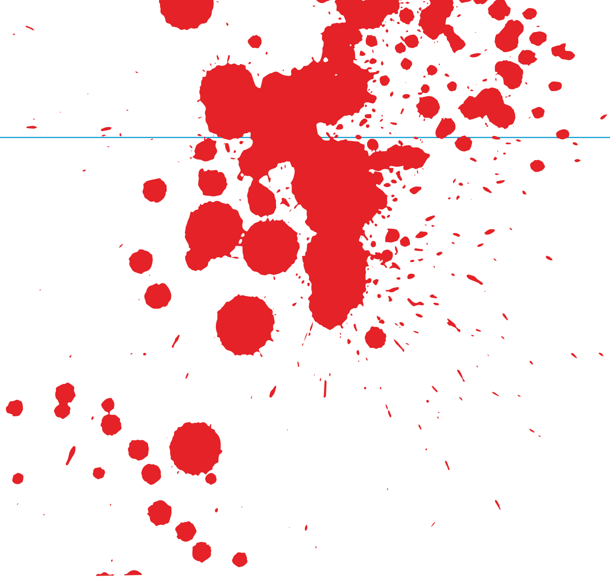


Light Control

Examples: Photokinesis, chromatic scaling, ultraviolet amplification, prismatic mask

You can manipulate the visible light spectrum. As a full action, you can generate and control light energy within your zone or an adjacent zone, intensifying its brightness or dimming it completely.

You can focus light into concentrated light beams to temporarily blind and disable an opponent. This works as a shooting attack with Range 0/1. The attack does not inflict any damage – instead, on a hit, the target must make an immediate **PRESENCE** roll (no action) or miss their next turn. They also cannot perform interrupt actions until then. Armor has no effect. The effect doesn't work against huge creatures, nor against characters who don't depend on vision.

- **Boost: Burst Effect.** You can take 1 point of stress to give your blinding attack area effect.

Luck Control

Examples: Dark blessing, guardian angel, fate spells, probability matrix device

You can alter the results of random chance within your zone or an adjacent zone. As a quick interrupt action, you can take 1 point of stress to give a target –1 or +1 die on the roll for an action they are about to perform. Also as a quick interrupt action, you can force a re-roll for a critical injury (page xx) on yourself or another character, choosing the result you prefer.

- **Major:** You can give the target –2 or +2 dice, still taking 1 point of stress.
- **Massive:** You can give –3/+3 dice.
- **Monstrous:** You can give –4/+4 dice.
- **Limit: Good Luck Only.** You can only add dice to the affected roll. When re-rolling a critical injury, you must choose the lower roll.
- **Limit: Bad Luck Only.** You can only remove dice from the roll. When re-rolling a critical injury, you must choose the higher roll.

Magnetism Control

Examples: Magical lodestone, magnetic field generator, electromagnetic flux, runic cane sword

You can manipulate magnetic fields to control metal. As a full action, you can move and control any magnetic metal (such as iron and steel) within your zone or an adjacent zone up to weight rating 4 (400 lb.). This can be increased up to 2 steps by taking an equal amount of stress.

You can use this to make a shooting attack with Damage 3, Range 0/2 as long as there are magnetic metal objects in your zone or an adjacent zone. If you like, you can use this attack to immobilize the target instead of causing damage, preventing it from performing any actions that require physical movement until it has broken free. Doing so requires a **STRENGTH** roll (full action).

Against an opponent that is made of metal (fully or partially), these attacks can be used even if there is no other metal around. You can also use this power to block any attack using metal (even a shooting attack, your counterattacks have Damage 3).

- **Major:** You can control metal up to weight rating 6 (1 ton) and your attacks have Damage 4, Range 0/3.
- **Massive:** Weight limit 8 (10 tons), Damage 5, Range 0/4.
- **Monstrous:** Weight limit 10 (100 tons), Damage 6, Range 0/5.

Matter Control

Examples: Subatomic command, celestial spirit, mass fluctuation device, primal magic

You can manipulate the fundamental substance of the universe. As a full action, you can control any non-living physical matter within your zone or an adjacent zone up to weight rating 4 (400 lb.), moving it within the zone or into an adjacent zone. The weight limit can be increased up to 2 steps by taking an equal amount of stress.

You can use this to make a shooting attack with Damage 3, Range 0/1, using matter in your zone or an adjacent zone. You can take 1 point of stress to give the attack an area effect (page xx). You can also wreck (page xx) the zone you take the matter from to gain +2 dice to the attack if the weight rating you can control matches or exceeds the minimum **STRENGTH** required to wreck the zone type (page xx). An already wrecked zone cannot be used for such an attack.

This power is very versatile – the GM has final say on the limits for its use.

- **Major:** You can control matter up to weight rating 6 (1 ton) and your attacks have Damage 4.
- **Massive:** Weight limit 8 (10 tons), Damage 5.
- **Monstrous**: Weight limit 10 (100 tons), Damage 6.
- **Limit: Specific Matter.** You can only manipulate a specific type of matter that needs to be specified when you create your hero, such as stone, wood, or sand.

Mimicry

Examples: Alien wristwatch, vampiric gift, magical amulet, touch assimilation

As a full action, you can copy one attribute or power from a target in your zone. You can use the copied attribute or power as if you had it for a few minutes. You can only copy one attribute or power at a time. You only gain the benefit of a copied attribute up to a score of 6 and a power at its basic level (page xx).

- **Major:** You can mimic an attribute rating up to 8 and a power level up to Major.
- **Massive:** Attribute limit 10, power level limit Massive.
- **Monstrous:** Attribute limit 12, power level limit Monstrous.
- **Boost: Multiple Mimicry.** You can copy any combination of up to 3 attributes or powers at a time.
- **Boost: Power Leech.** You need to touch your target (successful slugfest attack, no damage) to copy their attribute or power, but if you do, they lose their power or their attribute rating is halved (round up) while the effect lasts.

Mind Control

Examples: Psychic intrusion, demonic domination, brain parasites, staff of suggestion

As a full action, you can attempt to take control of a sentient creature within your zone or an adjacent zone. Make an opposed PRESENCE roll against the target (no action for the target). If you win, the target immediately takes a full turn (even if they have already had their turn in the round) with a full and a quick action (or two quick actions), on your command. The target then loses their next ordinary turn, and cannot perform interrupt actions before then.

Outside of combat, you can control a target's actions for a few minutes. During this time, the target may make a straight PRESENCE roll to break your control any time you force them to take an action that they wouldn't ordinarily perform. This power cannot be used against huge creatures.

- **Boost: Area Control.** You can attempt to take control of multiple targets in your zone or an adjacent zone by taking 1 point of stress for each target beyond the first. You roll once for PRESENCE while each target rolls separately to resist.
- **Limit: Hypnosis.** You need to go through the process of hypnosis to control someone's mind, so you can only use your MIND CONTROL power outside of combat.
- **Limit: Requires Touch.** You can only use your MIND CONTROL power while touching the target, requiring you to perform a successful slugfest attack (that causes no damage) as part of the power's use.

BRING IT ON, LITTLE MAN!
SMASH!

Nullification

Examples: Counterspells, micro radiation, negation gun, power leeching

You can negate powers to prevent or end their effects.

As a quick action on your turn or as an interrupt action, you can end an ongoing power effect in your zone or an adjacent zone, or negate a target's power as the target is about to use it, by taking 1 point of stress. Only basic power levels are affected, and you must decide to use NULLIFICATION before the target rolls any dice for using their power. The target's action is forfeit if their power is negated when about to use it.

- **Major:** You can negate basic and Major powers.
- **Massive:** Negate Massive (and lower) powers.
- **Monstrous:** Negate Monstrous (and lower) powers.

Plant Control

Examples: Photosynthetic surge, chlorokinesis, pheromone sensitivity, hood of the woodlands

As a full action, you can control and animate any plants within your zone or an adjacent zone. You can stimulate the plants to rapidly grow, creating lush greenery in a single round.

You can use this power to make a slugfest attack with Damage 3 at a target in the affected zone, as long as there are plants there. The attack can be blocked (page xx), but it cannot trigger a counterattack against you. If you use the attack to grapple the target and succeed, you don't need to keep the hold. Instead, the target is immobilized and cannot perform any actions that require physical movement (including slugfest and shooting attacks) until it has broken free. Doing so requires a STRENGTH roll (full action).

- ✳ **Major:** Your PLANT CONTROL can cover two adjacent zones, of which one needs to be your own zone or an adjacent zone. Your plant attacks have base Damage 4.
- ✳ **Massive:** Three adjacent zones, base Damage 5.
- ✳ **Monstrous:** Four adjacent zones, base Damage 6.
- ✳ **Boost: Massive Growth.** When using your PLANT CONTROL to perform a slugfest attack, you can take 1 point of stress to give the attack area effect.
- ✳ **Boost: Lifeseed.** By taking 1 point of stress, you can bring plants to life within your zone as a quick action, as long as the area can support plant life, as determined by the GM.

Sorcery

Examples: Harnessing occult entities, mystic arts, supernatural overflow, arcane artifact

You can cast spells to create a variety of effects by tapping into a powerful source. As a quick action, roll for PRESENCE to prepare a spell that duplicates the effects of any other power of your choosing. If the roll succeeds, you can use the power for a few minutes or until you become broken. The duplicated power is always the basic version if the power has levels. If the PRESENCE roll fails, you cannot attempt to duplicate the same power again for a few hours.

- ✳ **Boost: Signature Spell.** Choose a power. When you use SORCERY to duplicate the effects of the chosen power, its power level is Major. You can select this boost again to use the duplicated power at the Massive level, and again to use it at the Monstrous level.
- ✳ **Limit: Ritual Casting.** When you use SORCERY to duplicate the effects of a power, the preparation takes a few minutes instead of a quick action.

Sound Control

Examples: Sonokinesis, vibrations attunement, hyper-ventriloquism, sound wave stimulation

As a full action, you can generate and control sonic energy within your zone or an adjacent zone, changing its pitch or tone, amplifying its intensity, or dampening it completely. To imitate a particular sound convincingly, you need to make a PRESENCE roll.

You can focus sound into a concentrated burst to temporarily deafen and disable an opponent. This works as a shooting attack with Range 0/1. The attack does not inflict any damage – instead, on a hit, the target must make an immediate PRESENCE roll (no action) or miss their next turn. They also cannot perform interrupt actions until then. Armor has no effect. The effect doesn't work against huge creatures, nor against characters who don't depend on hearing.

- ✳ **Boost: Sonic Boom.** You can take 1 point of stress to give your sonic burst attack an area effect.
- ✳ **Boost: Sonar.** You can use your SOUND CONTROL to sense your surroundings using sonic waves, allowing you to perceive things normally even in complete darkness.

Expansive Power Effects

Some powers offer a wide array of possible effects – **MATTER CONTROL**, **SORCERY**, and **TRANSFORMATION** to name a few – which are only limited by your imagination. This open-endedness is intentional, as creativity in using powers is a key part of the game.

However, the GM should feel free to limit what is possible to do with powers during play. This might involve inflicting stress or simply denying the possibility of certain actions, depending on what best supports the flow – and fun – of the game.

If the GM is ever on the fence about whether a power effect is possible, a great way to make a call is to require an attribute roll for the power to determine if the hero is successful. Read more on page xx about making attribute rolls for powers.

Summoning

Examples: Call of the wild, hard light constructs, conjuration magic, autonomous drones

As a full action, you can summon three allies to aid you that immediately arrive within your zone or an adjacent zone. Your allies always act on your turn in the initiative order, and can act even on the turn they appear. As a default, your allies have a rating of 4 in all attributes and Resolve 6. They are treated as minions (page xx) in combat. Each time you activate this power, you may choose one of the below features for your allies:

- ✷ **Versatile allies.** Increase two (separate) attribute ratings of your choice by 2 steps. Remember to increase Resolve if any attributes are increased.
- ✷ **Powered allies.** Choose one power for your allies, at the basic level.
- ✷ **More allies.** You summon two additional allies.

Summoned allies last for a few minutes, until they become broken by damage (page xx), or until you become broken (causing all of your active summoned entities to be dismissed). Your summoned allies are capable of independent actions and can help with rolls (page xx) and are intrinsically linked to you – everything they experience you can perceive and vice versa.

- ✷ **Major:** You may choose two features for your allies instead of only one. You may choose the same feature multiple times (with cumulative attribute and power level increases).
- ✷ **Massive:** You may choose three features for your allies.
- ✷ **Monstrous:** You may choose four features.
- ✷ **Limit: Delayed Summoning.** When you call allies with your SUMMONING, they arrive at the end of your next turn, instead of the end of your current turn.

Technology Control

Examples: Computer hacking, cybermancy, technokinesis, cybernetic remote interfacing

As a full action, you can interface with and activate, shut down, assemble, or operate any technology or machinery within your zone or an adjacent zone. You can perform any action that you could with the technology or machinery as if you were operating it normally. To access restricted operations or use the technology in an unusual manner, make a REASON roll. If you take control of a weapon, you can fire it on the same turn, using AGILITY. Your control lasts for a few minutes or until you are broken.

Telekinesis

Examples: Psychic movement, power ring support fields, mythic force, enlisted spirits

You can lift and move things and people without touching them, purely with the power of your mind. As a full action, you can move and control any physical object or character within your zone or an adjacent zone up to weight rating 4 (400 lb.), and move it up to 2 zones (including elevated altitude). The maximum weight can be increased up to 2 steps by taking an equal amount of stress.

Used against an unwilling character, this requires an AGILITY roll (which can be dodged like a shooting attack) but if successful allows you to throw the target into – and through – barriers just like the knockback stunt for slugfest (page xx) causing 3 points of damage (minus Armor) on each impact.

You can also use TELEKINESIS to make a shooting attack with Damage 3, Range 0/2, assuming there are objects to hurl within your zone or an adjacent zone.

TELEKINESIS also allows precise manipulation of objects with your telekinetic hold as if you were using your hands, such as opening a car door, using a hammer to drive a nail, or retrieving an item from a container. Especially difficult maneuvers require an AGILITY roll, just as if you were using your hands.

- ✷ **Major:** You can move characters and objects up to weight rating 6 (1 ton) 3 zones and your attack has Damage 4 (also when slamming targets into barriers), Range 0/3.
- ✷ **Massive:** Weight limit 8 (10 tons), 4 zones, Damage 5, Range 0/4.
- ✷ **Monstrous:** Weight limit 10 (100 tons), 5 zones, Damage 6, Range 0/5.
- ✷ **Boost: Multiple Targets.** You can move several objects or characters at the same time, taking 1 point of stress for each target beyond the first. They must be moved together, from the same starting zone and to the same end zone, and the total weight cannot exceed your weight limit.

THIS IS TOO EASY.

Water Control

Examples: Hydrokinesis, Atlantean cold forging, trident of the depths, Poseidon's touch

As a full action, you can move and control any liquid within your zone or an adjacent zone. You can flood a zone with water or remove all the water from a zone. You can use the power to make a shooting attack with Damage 3, Range 0/1. If you like, you can have such an attack move the target (except huge creatures) into any adjacent zone of your choice instead of causing damage. Your attack can also use the knockback stunt.

- **Major:** Your WATER CONTROL can cover two zones, of which one needs to be your own zone or an adjacent zone. Also your water attack has base Damage 4.
- **Massive:** Three zones, base Damage 5.
- **Monstrous:** Four zones, base Damage 6.
- **Boost: Floodwave.** When using your WATER CONTROL to perform an attack, you can take 1 point of stress to give the attack area effect.
- **Boost: Wellspring.** By taking 1 point of stress, you can create your own water in order to control it or make a shooting attack.
- **Limit: Submersion.** You can only use your WATER CONTROL when you are fully submerged in water.

Weather Control

Examples: Druidic magic, storm hammer, atmokinesis, magical weathervane

As a full action, you can control the local weather to start or stop precipitation, modify the temperature, or raise or lower wind speed. The new weather, which lasts for a few minutes, still needs to stay within what is possible for the location and season.

Used in a single zone, your own or adjacent, you can create a storm so powerful that all movement becomes a full action requiring a STRENGTH roll and all shooting attacks in the zone get –3 dice. You are unaffected by your own storm, which lasts for a few minutes or until you are broken. You can also use WEATHER CONTROL to call lightning, strong winds, or hail to make a shooting attack with Damage 3, Range 0/1.

- **Major:** Your local storm can cover two zones (of which one needs to be your zone or an adjacent zone) and your weather attacks have Damage 4, Range 0/2
- **Massive:** Three zones, Damage 5, Range 0/3
- **Monstrous:** Four zones, Damage 6, Range 0/4
- **Boost: Hurricane.** When using your WEATHER CONTROL to perform a shooting attack, you can take 1 point of stress to give the attack area effect.
- **Boost: Cyclone.** When you create a storm in a zone (or zones), the zone is wrecked and all characters in the zone must roll for STRENGTH or be thrown out of the zone (into adjacent zones of your choice).
- **Limit: Air Control Only.** You can only use your WEATHER CONTROL to create local storms and make attacks, not change the weather generally.

OH.
WHAT'S THAT? IS THAT A FORCE FIELD?
HEH. THEY HAD ONE OF THESE IN THAT CRAPPY STAR WARS FLICK.
YES, WE KNOW.
IT ONLY BLOCKS THE WATER... WALK THROUGH IT.

Defense Powers

Adaptation

Examples: Hyper-evolution, advanced bio-agent, anatomic synchronization, synthetic reformatting

By taking 1 point of stress and using a full action, you can adapt your body to be physically suited for an environment that would ordinarily be hostile to you. The effect lasts up to a few hours.

This power can produce a variety of effects, from the way your body looks to increasing your lung capacity to providing protection from natural sources of harm. You could see in complete darkness, become immune to a local disease, breathe in a non-oxygen atmosphere, grow gills while underwater, or gain other adaptations that would allow you to survive as if the environment is natural to you.

You adapt to environments, not situations – you can't gain protection from being blasted with flames, but you can gain protection from fire if you're in the underground realm of the Magmanites.

Ryan 10
HCO

I KILLED YOU ONCE! I CAN DO IT AGAIN!!
KRAK!
...
YOU'RE WELCOME TO TRY!

Barrier

Examples: Force field, nanomesh networking, telekinetic wall, abjuration magic

As a quick action, on your turn or as an interrupt action, you can create a protective shield for yourself or a target in your zone. The barrier has Armor 3, can move with you (or the target) and lasts for a few minutes, until it is breached once, or until you dismiss it. You can have up to three barriers active at the same time.

- **Major:** Your barriers have Armor 4 and you can keep up to four simultaneous barriers.
- **Massive:** Armor 5 and up to five barriers.
- **Monstrous:** Armor 6 and six barriers.

Defiance

Examples: Iron will, psy-shielding helmet, neural fortification device, psychic walls

You have a form of defense against effects that would afflict your mind. This acts as Armor rating 3 against attacks that inflict stress, and gives you +3 dice to resist powers such as STUN, MIND CONTROL, and TELEPATHY. This power has no effect against stress you gain from using a power exploit (page xx) or pushing an attribute roll (page xx).

- **Major:** Your DEFIANCE gives you Armor 4 against stress attacks and +4 dice to resist mind-altering powers.
- **Massive:** Armor 5 against stress, +5 dice to resist powers.
- **Monstrous:** Armor 6 against stress, +6 dice to resist powers.
- **Limit: Requires Activation.** Your DEFIANCE is not always active. You can activate it as a quick action on your turn or as an interrupt action, granting you the stress reduction for a few minutes.

Immortality

Examples: Divine livelihood, everlasting life, android body, boon of vitality

You don't age and can't die by normal means. If you die, you return to life within a few weeks, as long as you do not suffer any additional damage while your body repairs itself. This power heals all critical injuries (page xx) and regenerates lost body parts. It also restores all lost Health and Resolve – but only if you actually died.

You must define circumstances where you could stay dead when you select this power – such as being beheaded, someone destroying a magical portrait, or getting staked through the heart. The GM has final say.

- **Major:** You return to life after a few days.
- **Massive:** You return to life after a few hours.
- **Monstrous:** You return to life after a few minutes.

Immunity

Examples: Adrenaline boosters, mythic blessing, fireproof skin, inoculating serum

You are immune to all damage from one non-kinetic source such as fire, disease, electricity, radiation, toxins, and similar – but not fists or bullets. You need to specify your IMMUNITY with the approval of the GM, who also has final say on whether your IMMUNITY applies to a particular effect.

- **Boost: Full Immunity.** You are immune to damage from all non-kinetic sources.

Protection

Examples: Exoskeleton, stone skin, powered armor, personal psychokinetic field

You have a form of defense that reduces the amount of physical damage you take, giving you Armor 2 against all attacks.

- **Major:** Armor 3
- **Massive:** Armor 4
- **Monstrous:** Armor 5
- **Boost: Energy Absorption.** Each damage point absorbed by your PROTECTION gives you a bonus die that can be used for any FIGHTING, STRENGTH or AGILITY rolls you make on your next turn (or interrupt actions before then). Once a die is used, it is spent and removed. Any dice not used on your next turn are lost as the energy dissipates.
- **Boost:** Redirecting Blast. When you absorb damage with your PROTECTION, you can use a quick interrupt action to immediately perform a shooting attack with Damage equal to the damage points absorbed, Range 0/3.
- **Limit: Requires Activation.** Your PROTECTION is not always active. You can activate it as a quick action on your turn or as an interrupt action, granting you the armor for a few minutes.

Regeneration

Examples: Healing factor, synthetic body mesh, werewolf curse, advanced stimulants

You heal more rapidly than normal. On each turn in an action scene, you automatically heal 1 point of lost Health. After the action scene is over, you heal any remaining damage in a few minutes.

Modification Powers

Adhesion

Examples: Arachnid setae, suction suit, molecular field attachment, gloves of climbing

You can cling to and move on surfaces that you normally would not be able to, like walls and ceilings. The surface must be able to support you (so it's not possible to walk up a waterfall or other unnatural surfaces). This power allows you to move to an elevated position in any zone adjacent to a building, or to the rooftop of a building without entering it. You also automatically succeed at any rolls that involve climbing.

Camouflage

Examples: Chameleon skin, holo-blending device, camo fatigues, concealment magic

You automatically blend into your surroundings, making you difficult to detect. All INTUITION rolls to spot you (including a surprise attack) get –3 dice. If you didn't move on your previous turn, enemies who declare an attack against you must make a passive INTUITION roll (with –3 dice), forfeiting their action if they fail.

- **Boost: Shared Camouflage.** As a quick action, you can share the benefits of your CAMOUFLAGE with up to three allies within your zone by taking an equal amount of stress. The effect lasts for a few minutes.

Duplication

Examples: Amorphous splitting, witch's curse, parallel dimensional selves, robotic bodies

As a full action costing 1 point of stress, you can produce a number of copies of yourself. The exact number is not important, instead your duplicates are represented by a copy bonus of +3.

You and your copies move together and must stay in the same zone. When attacking, whether in slugfest or shooting, add your copy bonus to the attack roll. The bonus also applies to any other roll where your copies can help (page xx). The range of your slugfest attacks is increased to 0/1.

By taking 1 point of stress, you may, on your turn, perform an additional attack or other full action (not a quick action) instead of gaining the copy bonus.

When you suffer damage, the damage is first applied to your copy bonus. Once it is reduced to zero, all of your copies are knocked out or killed. Any armor level you have is only applied once for each attack. Duplicates last for a few minutes, or until you take a full action to reabsorb them. You can make more copies while you still have copies active, but you cannot exceed your copy bonus.

- **Major:** Your copy bonus is +5.
- **Massive:** Copy bonus +7.
- **Monstrous:** Copy bonus +9.
- **Boost: Restorative Duplication.** You can reabsorb the duplicates from your DUPLICATION power to heal yourself. As a full action, you can take 1 point of stress to reabsorb your copies to regain a number of points to your Health equal to your current copy bonus.
- **Boost: Sequestered Original.** You always stay in a safe location and live primarily through one of your duplicates. If you are broken by damage, this primary copy is killed and cannot be rallied. Don't roll for a critical injury. You can then produce a new primary copy and return to action in a few hours. In the meantime, you may talk if you can be heard via comms or powers.
- **Limit: Traumatic Duplication.** Each time your copy bonus is reduced by 1 or more points of damage, you take 1 point of stress.

21
18
10
4
7

Elongation

Examples: Plasticity, telescoping arms, excess skin, unstable molecules

You can stretch your body to extend your reach to incredible lengths. This means that you can reach items, and make slugfest attacks against enemies, in any adjacent zone without moving into it.

- **Boost: Plasticity.** Your body is so malleable and stretchy that it works as Armor 3 against kinetic attacks, i.e. fists and bullets but not fire or electricity.
- **Boost: Stretch Grapple.** You can use your stretchy body to grapple an opponent effectively, gaining +3 to the grapple attack and to resist the target breaking free.
- **Boost: Elongated Stride.** You can use your ELONGATION power to move up to 2 zones in a single (quick or full) action, including vertically along walls. If you take 1 point of stress, you can move up to 4 zones in a single action.

Extra Limb(s)

Examples: Prehensile tail, mechanical octo-arms, alien containment harness, symbiotic tentacles

You have one or more additional arms, tentacles, or other appendages capable of grasping. When you make a grapple attack in slugfest, you get +2 dice to your attack roll. As opposed to a normal grapple, you can perform other actions while the grapple is held, and you get +2 dice to your STRENGTH roll to resist your target breaking free. You can still only grapple one target at a time.

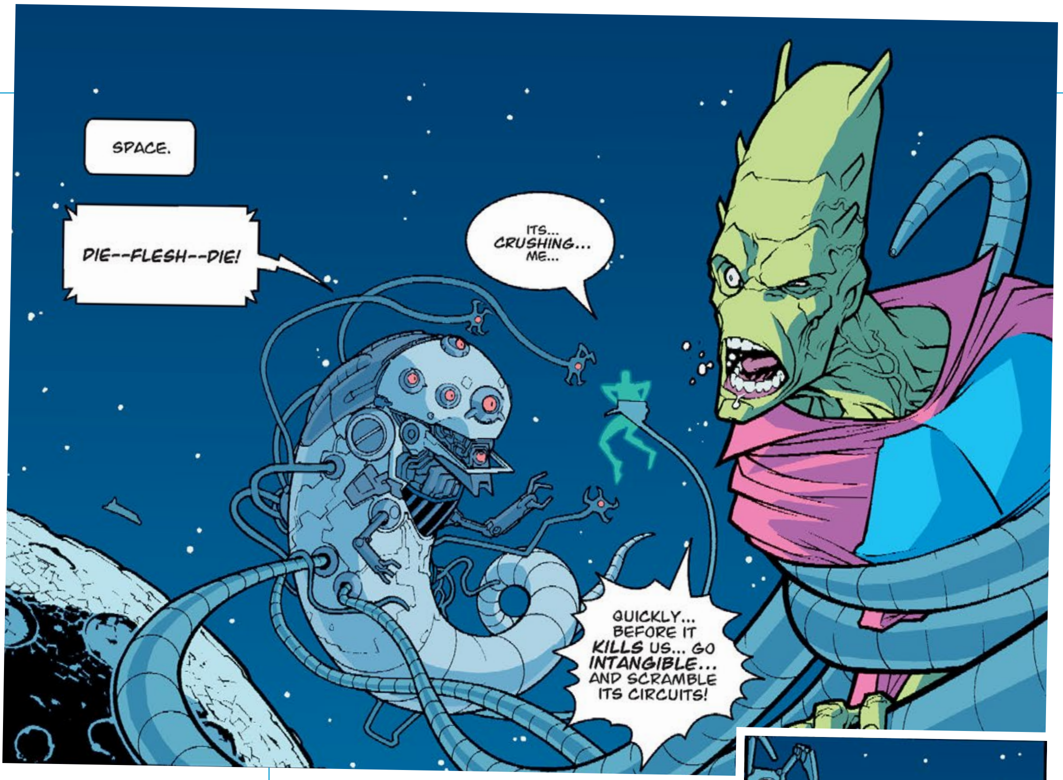
- **Major:** You get +3 dice to grapple and to resist the target breaking free.
- **Massive:** +4 dice.
- **Monstrous:** +5 dice.
- **Boost: Multiple Limbs.** You can grapple (and hold) up to three opponents with a single action. Make a single attack roll, but any blocks are rolled separately.

Healing

Examples: Divine touch, radiant energy, restoration magic, staff of health

As a full action, you can make a PRESENCE roll to heal yourself or a target you touch. If you succeed, the target recovers 3 points of lost Health for each ⛊ rolled. This power does not heal critical injuries unless you have the Miraculous Recovery boost (below).

- **Boost: Distant Healing.** You can use your HEALING on a target within your zone or an adjacent zone.
- **Boost: Mass Healing.** You can heal one additional target in your zone for each point of stress you take. Roll once for PRESENCE and apply the result to all targets.
- **Boost: Cleansing Healing.** When you use your HEALING, you remove all effects of a disease, contagion, or poison from your target instead of healing lost Health.
- **Boost: Miraculous Recovery.** You can heal any critical injury on your target by rolling at least one ⛊ in your PRESENCE roll, instead of healing lost Health.
- **Limit: Life Leech.** You can only heal yourself with this power, and the target loses the same amount of Health as you heal. Armor has no effect.


SPACE.
DIE--FLESH--DIE!
ITS... CRUSHING... ME...
QUICKLY... BEFORE IT KILLS US... GO INTANGIBLE... AND SCRAMBLE ITS CIRCUITS!

Intangibility

Examples: Density reduction, extradimensional sliding, ectoplasmic shifting, empty body discipline

You can phase and become temporarily intangible (no action), allowing you to move through a wall or other barrier. After the move, you solidify again. When attacked in slugfest or shooting, you can take 1 point of stress to phase as an interrupt action, making the attack miss automatically.

- **Boost: Prolonged Phasing.** You can become intangible with a quick action and stay intangible for a few minutes. While intangible, you are immune to physical damage and can pass through solid objects, but you are unable to physically affect the world around you. You can still use, and be affected by, mental powers and effects.
- **Boost: Controlled Phasing.** Requires Prolonged Phasing (above). While intangible, you can take 1 point of stress to rapidly solidify and re-phase a part of your body, allowing you to affect the physical world for a single action (quick or full), including an attack.
- **Boost: Shared Intangibility.** When you use INTANGIBILITY, you can share the effect with up to four other (up to human-sized) objects or creatures in your zone by taking an equal amount of stress. You need to be in physical contact with them all.
- **Boost: Environment Phasing.** You can briefly phase the ground under an opponent in your zone and re-solidify it to trap the target's feet. A STRENGTH roll with –2 dice (quick action) is required to break free, and until then the target cannot move or perform slugfest attacks.

Life Support

Examples: Lifeforce stabilization, breath suspension, celestial sustenance, suspended vitals apparatus

By taking 1 point of stress, you can ignore essential physical needs like breathing, eating, or sleeping while in a hazardous environment – such as the vacuum of space – for a few days.

- **Boost: Effective Support.** By taking 1 point of stress, you can ignore essential needs for a few weeks instead of a few days.
- **Limit: Breathing Only.** You can ignore the need to breathe with your LIFE SUPPORT power, but you still require food and sleep.

OH, YEAH... I FORGOT I COULD DO THAT!

Quickness

Examples: Feline grace, hyper-celerity, time warping, motor-assisted movement suit

You have lighting-fast reflexes, heightened decisiveness, or enhanced reaction time. Once per round, you can gain an extra action (quick or full) by taking 1 point of stress, on your turn or as an interrupt action.

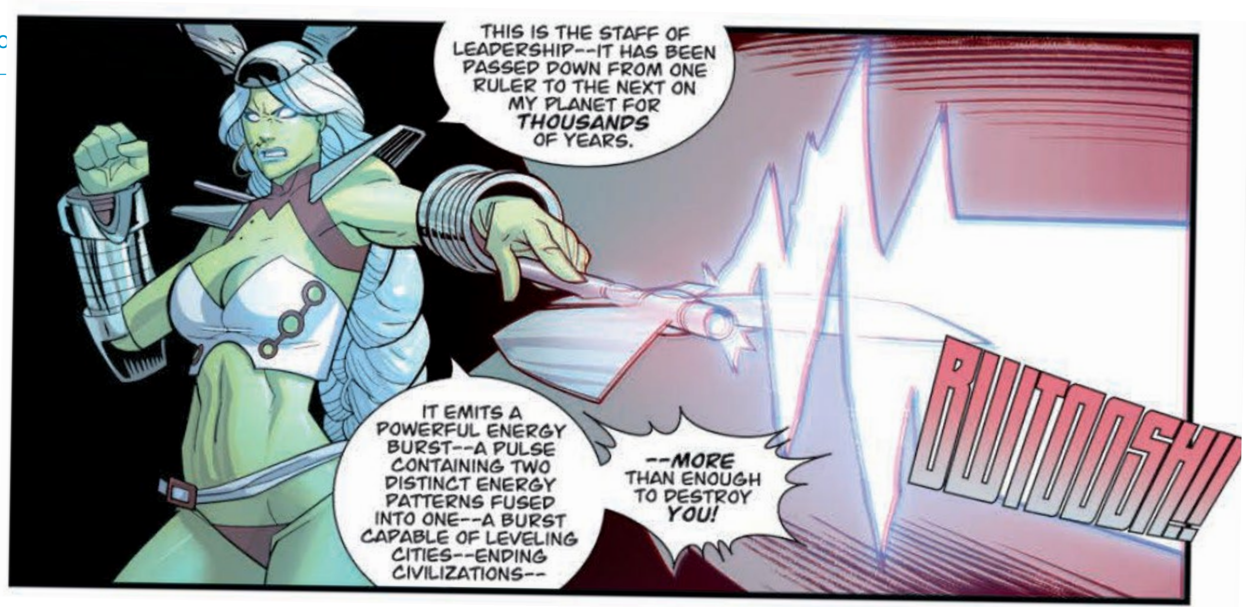
HERE GOES NOTHING!

Shapeshifting

Examples: Martian morphing, mask of many faces, nanite reconfiguration, polymorph magic

As a full action, you can alter your shape to assume the form of other creatures or objects, taking on their appearance and physical traits for a few hours or until you are broken. You can grow wings, allowing you to fly up to 2 zones in a single (quick or full) action. You can use this to impersonate another character, although people who know the original well get to make an INTUITION roll to notice that something is off. A character with ENHANCED SENSES automatically sees through your disguise.

- **Boost: Potent Form.** While shapeshifted, your STRENGTH or AGILITY increases by 2.
- **Limit: Specific Form.** You can only transform into one form that needs to be specified when you create your hero.


THIS IS THE STAFF OF LEADERSHIP--IT HAS BEEN PASSED DOWN FROM ONE RULER TO THE NEXT ON MY PLANET FOR THOUSANDS OF YEARS.
IT EMITS A POWERFUL ENERGY BURST--A PULSE CONTAINING TWO DISTINCT ENERGY PATTERNS FUSED INTO ONE--A BURST CAPABLE OF LEVELING CITIES--ENDING CIVILIZATIONS--
--MORE THAN ENOUGH TO DESTROY YOU!
BWOOSH!!

Signature Item

Examples: Rare metal alloy shield, magical cloak, forever blade, hex crystal hammer

You have a special item that enhances your capabilities. Choose one attribute – when using your signature item, you get +2 dice to all rolls for that attribute. You may also choose to assign any of your other powers to your signature item, giving you +2 to all rolls for that power as well (not cumulative with the +2 attribute bonus).

On the flipside, if your signature item is lost, taken, neutralized, destroyed, or otherwise rendered non-operational, you lose the dice bonus as well as all powers assigned to the item until you regain access to it.

- **Major:** The bonus for using your signature item is increased to +3.
- **Massive:** The bonus is increased to +4.
- **Monstrous:** Bonus +5.
- **Boost: Blocking Item.** You can use your signature item to block even shooting attacks.
- **Boost: Throwable Item.** You can throw your signature item, using it for a shooting attack with a Damage and maximum Range equal to your Slugfest Damage (minimum Range 0). Your item always returns to your hand.
- **Limit: Item Dependent.** All of your powers from one power source must be assigned to your signature item. If you lose the item, you lose access to all powers from that power source and your highest three attribute scores (choose in case of a tie) are reduced to a joint total of 8, and none of them can exceed a score of 4. Note down your reduced attribute scores in parenthesis.

Signature Items Vs Gear

The **SIGNATURE ITEM** power and standard gear share similarities – both are types of equipment your hero can use – but there are key differences. A **SIGNATURE ITEM** is considered an integral part of your hero's concept, offers more potent effects, and can only be temporarily unavailable if it is lost or destroyed since it is one of your powers. Standard gear is supplementary to your hero, more limited in scope, and is assumed lost or returned after it has served its purpose (page xx).

For example, a magical protective amulet is a **SIGNATURE ITEM**, while a kevlar vest (page xx) is standard gear. A sledgehammer (page xx) is standard gear, but a legendary maul that can summon lightning is a **SIGNATURE ITEM**.

Size Alteration

Examples: Nano-particles, herbal enchantment, variable nanotech, height-altering crystals

As a full action, you can dramatically increase or decrease your size for a few minutes. Choose either to grow or shrink each time you use this power. Your clothes or equipment do not change size with you unless they are made of flexible molecules or special materials.

When you grow, your STRENGTH is increased by 2 (to a maximum of 12), increasing your Slugfest Damage by 1 (cannot be combined with the bonus from STRIKE), while your AGILITY is reduced by 2 (to a minimum of 1). You can move up to 2 zones in a single (quick or full) action. In slugfest, you can attack elevated targets, and you are immune to grappling and the knockback and slam stunts (page xx).

When you shrink, your AGILITY is increased by 2, while your STRENGTH is reduced by 2 (to a minimum of 1), reducing your Slugfest Damage by 1. You can navigate very small spaces and all physical attacks against you get –2 dice.

- **Major:** Your STRENGTH and AGILITY are modified by +3/–3 and your Slugfest Damage by +2/–2. Attacks against you when shrunk get –3 dice.
- **Massive:** STRENGTH and AGILITY are modified by +4/–4, Slugfest Damage by +2/–2. Attacks against you when shrunk get –4 dice.
- **Monstrous:** STRENGTH and AGILITY are modified by +5/–5, Slugfest Damage by +3/–3. Attacks against you when shrunk get –5 dice.
- **Limit: Grow Only.** You can only use your SIZE ALTERATION to grow, or you are always huge (your choice).
- **Limit: Shrink Only.** You can only use your SIZE ALTERATION to shrink, or you are always tiny (your choice).

Transformation

Examples: Alchemical formulas, transmogrifier device, molecular rearrangement, transmutation magic

As a full action, you can permanently transform non-living physical matter in your zone up to weight rating 4 (400 lb.) and turn it into a different non-living solid matter. The weight limit can be increased up to 2 steps by taking an equal amount of stress. The power can be used to remove barriers and even as a weapon against non-living opponents like robots and drones – in this case, it counts as a shooting attack with Damage 3 and Range 0, ignoring all Armor on the target.

This power is very versatile – the GM has final say on the limits for its use.

- **Major:** You transform matter up to weight rating 6 (1 ton) your attack against non-living targets has Damage 4.
- **Massive:** Weight limit 8 (10 tons), Damage 5.
- **Monstrous:** Weight limit 10 (100 tons), Damage 6.
- **Limit: Temporary Transformation.** When you use TRANSFORMATION, the matter reverts to its original form after a few minutes.

Movement Powers

Burrowing

Examples: Digging claws, earth alteration, mole machine, disintegrating touch

As a single (quick or full) action, you can burrow underground up to 2 zones in a single (quick or full) action. If you take 1 point of stress, you can burrow up to 4 zones in a single action. Burrowing works like ground movement but ignores all walls and doors. You can choose to wreck (page xx) any zone you burrow under, leveling any building there.

- **Boost: Tunneling.** When BURROWING, you make tunnels with enough structural integrity for others to be able to follow you on your path for a few minutes.

Flight

Examples: Wings, jet pack, specialized cape, magic carpet

You can fly up to 2 zones in a single (quick or full) action. If you take 1 point of stress, you can fly up to 4 zones in a single action. Read more about vertical movement on page xx.

- **Major:** You can fly 4 zones in a single action, and 8 zones if you take 1 point of stress.
- **Massive:** You can fly 8/16 zones.
- **Monstrous:** You can fly 16/32 zones.
- **Boost: Interstellar Flight.** Outside of combat, you can use your FLIGHT to cross space at faster-than-light speed, allowing you to travel to other planets or even galaxies. This boost can't be used while in a planet's atmosphere or in combat. You don't gain any means to survive in space from this boost – that requires LIFE SUPPORT.
- **Limit: Gliding.** You can only glide with your FLIGHT power, meaning you cannot enter zones at a higher altitude than where you started. You also cannot stop mid-air, needing to use at least one quick action per turn on movement until you land.

WOOOOOSH!
HEY! NO FLYING IN THE HOUSE!
HOW MANY TIMES DO I HAVE TO TELL YOU TWO?!

Leaping

Examples: Powerful legs, jump boots, gravity fluctuation, rocket thrusters

You can leap up to 2 zones in a single (quick or full) action. If you take 1 point of stress, you can leap up to 4 zones in a single action. You can leap over buildings and through other elevated zones, but you must end your movement on the ground or a rooftop. If you use this power to charge a target (page xx), you gain +2 dice. You can even charge a target at elevated altitude.

- **Major:** You can leap 4 zones in a single action, and 8 zones if you take 1 point of stress.
- **Massive:** You can leap 8/16 zones.
- **Monstrous:** You can leap 16/32 zones.

Super-Speed

Examples: Meta mobility, boots of speed, temporal deceleration, riding the lightning

You can run up to 2 zones in a single (quick or full) action. If you take 1 point of stress, you can run up to 4 zones in a single action. You can pass over buildings and through other elevated zones (page xx) and even water, but you must end your movement on the ground or a rooftop.

- **Major:** You can run 4 zones in a single action, and 8 zones if you take 1 point of stress.
- **Massive:** You can run 8/16 zones.
- **Monstrous:** You can run 16/32 zones.
- **Boost:** Fast Tasks. You can use your SUPER-SPEED to perform tasks that take at least a few minutes to complete – like reading a book, disassembling a device, or doing the dishes – in a single round.
- **Boost: Untouchable Speed.** By taking 1 point of stress, you can use your SUPER-SPEED as an interrupt action, breaking the turn order. If you move out of range of an attack, it misses automatically.

Swimming

Examples: Atlantean fins and gills, elixir of the ocean, powered scuba suit, webbed appendages

You can swim in or under water up to 2 zones in a single (quick or full) action. If you take 1 point of stress, you can swim up to 4 zones in a single action. You also have the ability to stay underwater for several hours.

- **Boost: Fast Swimmer.** You can swim 4 zones in a single action, and 8 zones if you take 1 point of stress.
- **Limit: Surface Breather.** You can only stay underwater for a few minutes before returning to the surface for air.

Swinging

Examples:
Grappling gun, webbing, acrobatics, magical lasso

Using a line, cable, chain, or tentacle, you can swing up to 2 zones in a single (quick or full) action. If you take 1 point of stress, you can swing up to 4 zones in a single action.

You can only move into elevated zones (such as rooftops), zones with tall features like trees or construction cranes, or zones adjacent to an elevated zone. You can end your movement in an elevated zone, in an elevated position in a zone adjacent to an elevated position (hanging onto your line), or on the ground.

You can also use this power to latch onto a target in an adjacent zone and pull it into your own zone (full action). Against an unwilling target, this works like a shooting attack (without causing damage). The target's weight rating cannot exceed your STRENGTH.

- **Boost: Fast Swinging.** You can swing 4 zones in a single action, and 8 zones if you take 1 point of stress.
- **Limit: Brachiation.** You can't generate your own swing lines, so you can only use SWINGING to move into elevated zones or zones with tall features such as trees, construction cranes, power lines or billboards – not zones adjacent to elevated zones. You also cannot pull targets into your zone.

Teleportation

Examples: Personal transporter, dimensional shortcut, matter folding, planar magic

You can travel instantly from one place to another without moving through the space in between. You can teleport up to 2 zones in a single action. If you take 1 point of stress, you can teleport up to 4 zones in a single action.

- **Major:** You can teleport 4 zones in a single action, and 8 zones if you take 1 point of stress.
- **Massive:** You can teleport 8/16 zones.
- **Monstrous:** You can teleport 16/32 zones.
- **Boost: Teleport Allies.** You can teleport one willing ally in your zone along with you. You can bring up to three additional allies with you by taking an equal amount of stress.
- **Boost: Quick Teleport.** By taking 1 point of stress, you can teleport as an interrupt action, breaking the turn order. If you teleport out of range of an attack, it misses automatically.
- **Boost: Portal.** As a full action, you can open a two-way portal that human-sized characters can travel through for a few minutes.
- **Boost: Distant Travel.** Outside of combat, you can teleport across vast distances, even through space. You can teleport to any location with which you are familiar or for which you have the coordinates. You can travel instantly or establish a two-way portal.
- **Limit: Specific Location.** You always teleport to the same destination, choosen when you select this limit.

Sensory Powers

Clairvoyance

Examples: Psychic third eye, dream travel, scrying magic, hacked satellites

As a full action, you can let your inner eye wander across vast distances to see what is happening at another location within a few zones for a few minutes. This power does not help you find a place – you must know where it is to be able to see it

Your remote vision extends from the zone you specify when you use the power into adjacent zones. The GM decides exactly what you can see. Examining an area to find useful information or to spot something or someone from a distance through your remote vision still requires an INTUITION roll unless you have another power such as DETECTION.

- **Major:** The range of your CLAIRVOYANCE extends to several miles.
- **Massive:** Your range extends to anywhere on the planet.
- **Monstrous:** You can view any location in the universe.
- **Limit: Specific Location.** When you use your CLAIRVOYANCE, you always remotely view the same place – a destination you choose when you select this limit.

Danger Sense

Examples: Acute scent, arachnid sense, motion tracker, symbiotic warning

You have the useful ability to detect hidden threats. The effects of this are determined by the adventure or the GM. In combat, you cannot be the target of a surprise attack (page xx) – your INTUITION roll is always successful.

Detection

Examples: Astral projection, Geiger multi-counter, detection spells, portable scanner

You automatically sense the presence of invisible energies in your zone. Examples include magnetic fields, radiation, psionics, shadowforce, astral energies, and magic. As a quick action, roll INTUITION to sense the presence of such energies within 3 zones.

Empathy

Examples: Extrasensory perception, mood organ, hyper-intuitive reading, enchantment magic

As a full action, you can sense the emotional state of a target within your zone. You get +3 dice to INTUITION rolls to determine if an NPC is lying. As a full action, you can also make a PRESENCE roll to implant an emotion in a target in your zone. For each ⬟ rolled, you can take away 1 point of Resolve from the target, or restore 3 points of lost Resolve for an ally.

- **Boost: Mass Empathy.** You may spend 1 point of stress to affect everyone in your zone (except yourself) with your EMPATHY. Roll once for PRESENCE and apply the result to all targets.

Enhanced Senses

Examples: Telescopic sight, scent tracking, vibration perception, radar sense

Your normal senses allow you to acutely detect faraway details as if you stood right next to the object in question. You can sense through darkness, through smoke and fog, and automatically sense through any kind of disguise or shapeshift. An **INTUITION** roll could still be required to interpret what is sensed using this power – the GM has final say on the limits for its use.

- **Boost:** Detect Lies. You can automatically tell when someone in your zone is lying.
- **Boost:** Penetrating Sense. Your **ENHANCED SENSES** are unaffected by barriers, such as doors and walls.
- **Limit: Specific Sense.** Only one of your senses is enhanced (sight, hearing, smell, taste, or touch), meaning you can only sense faraway details applicable to the chosen sense.
- **Limit: Reduced Sense.** Your sight or hearing is dramatically reduced, meaning you can't use this sense for this power, and **INTUITION** rolls relying on it automatically fail.

Invisibility

Examples: Light bending, psychic displacement, deception magic, color blind water suit

As a quick action, you can turn invisible for a few minutes. Spotting you, even in the same zone, requires an **INTUITION** roll with –3 dice (no action). In combat, you cannot be attacked by an enemy who fails this roll, and their attack action is forfeit. If you (alone) make a surprise attack while invisible, your opponent(s) gets –3 dice to their **INTUITION** roll. The effects end if you make an attack or are broken.

Postcognition

Examples: Mental flashback, divination magic, psychometry, temporal recall

You can see events that have transpired in the past at the location where you are, or near an object that you touch, even if those events are no longer remembered by any living being. Your visions are typically quite brief – from a single round up to a few minutes – and are often fragmented and cryptic. The GM or an adventure text decides exactly what you can see.

Precognition

Examples: Psychic foresight, divination magic, tachyon retrieval, prophetic premonitions

As a full action and by taking 1 point of stress, you can ask a short "yes" or "no" question about anything in the world. The GM must answer "yes," "no," or "maybe." They cannot lie. The GM can choose "maybe" even if they know the answer, but believes that the true answer may disrupt the game. Note that true or false is not an objective fact, but is defined by who is asking the question.

If you take 3 points of stress and concentrate for a few minutes, you can see visions of the future. You ask the GM questions about yourself or someone else present. The GM answers as best they can. The answer must be brief, and is often ambiguous and cryptic. The answer can also come in the form of a sign of happiness, or a foreboding sign of ill fortune. Remember, this power provides insight into possible futures that might not come to pass if the underlying circumstances change.

Telepathy

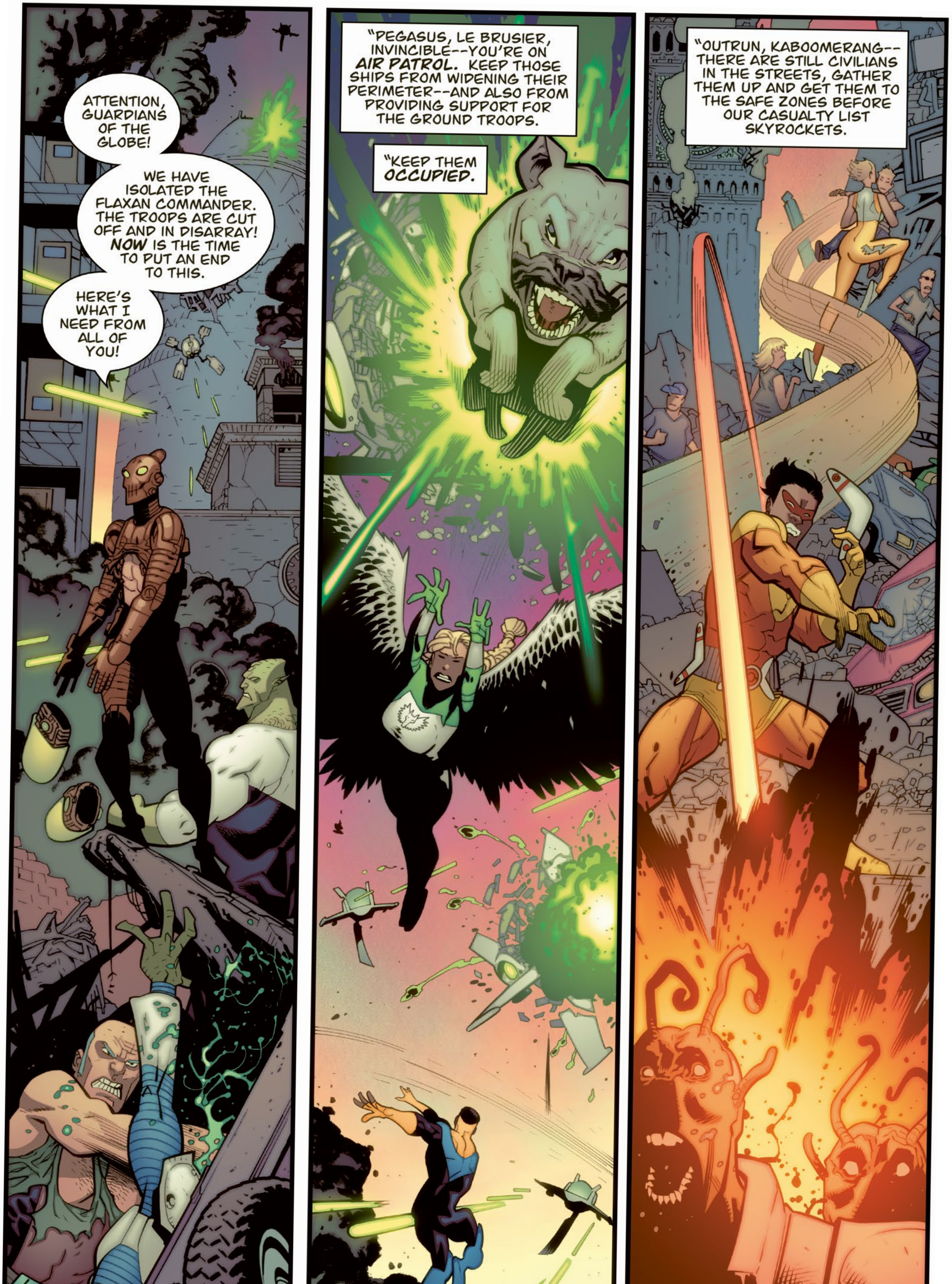
Examples: Psychic screening, spiritual enlightenment, enchantment magic, thought projection

You can read minds and project thoughts to others. As a quick action, you can read the surface thoughts of a sentient, living creature within your zone or an adjacent zone, or project a brief telepathic message to them. You don't need to speak the same language.

As a full action requiring an **INTUITION** roll, you can probe further to read deeper thoughts, reasoning, or memories. If your opponent is actively trying to resist you, it's an opposed roll against their **PRESENCE**.

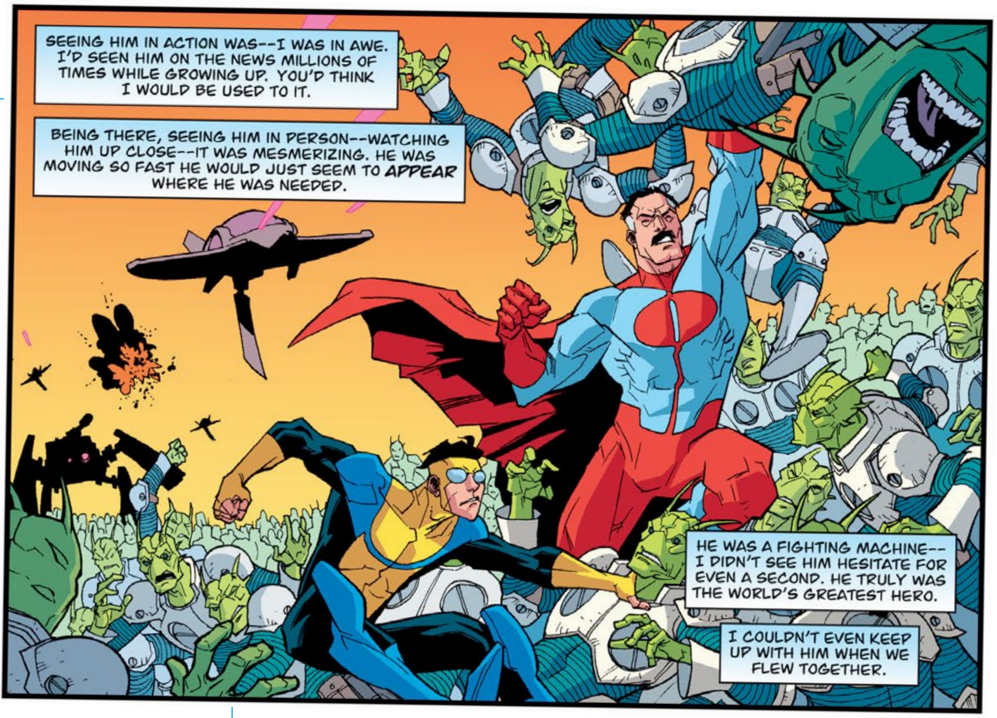
You automatically sense the presence of sentient lifeforms in your zone. As a quick action, roll **INTUITION** to sense the presence of lifeforms within 3 zones.

- **Boost: Distant Telepathy.** If you take 1 point of stress, you can use your **TELEPATHY** on a target anywhere in the universe, if you know their location or if you can see them.
- **Boost: Telepathic Link.** As a full action, you can take 1 point of stress to establish a telepathic link to up to five known, allied characters simultaneously, no matter where they are, allowing two-way communication for a few minutes.
- **Boost: Memory Alteration.** When you use a full action to probe further and read deeper using your **TELEPATHY**, you can take 1 point of stress to alter the target's memories. The GM has the final say on the scope of the alterations during your current mental probe.
- **Limit: Read Only.** You can only use **TELEPATHY** to read thoughts and sense lifeforms – you cannot mentally project telepathic messages.


ATTENTION, GUARDIANS OF THE GLOBE!
WE HAVE ISOLATED THE FLAXAN COMMANDER. THE TROOPS ARE CUT OFF AND IN DISARRAY! **NOW** IS THE TIME TO PUT AN END TO THIS.
HERE'S WHAT I NEED FROM ALL OF YOU!
"PEGASUS, LE BRUSIER, INVINCIBLE--YOU'RE ON ***AIR PATROL.*** KEEP THOSE SHIPS FROM WIDENING THEIR PERIMETER--AND ALSO FROM PROVIDING SUPPORT FOR THE GROUND TROOPS.
"KEEP THEM ***OCCUPIED.***
"OUTRUN, KABOOMERANG--THERE ARE STILL CIVILIANS IN THE STREETS, GATHER THEM UP AND GET THEM TO THE SAFE ZONES BEFORE OUR CASUALTY LIST SKYROCKETS.

Talents

To make it in a world of super-powered threats, you have to find your own niche, something you and few others can do. These special abilities are called talents. Talents are less effective than powers but grant bonuses or abilities to give you an edge in specific situations. Each talent can only be acquired once, unless otherwise stated.


SEEING HIM IN ACTION WAS--I WAS IN AWE. I'D SEEN HIM ON THE NEWS MILLIONS OF TIMES WHILE GROWING UP. YOU'D THINK I WOULD BE USED TO IT.
BEING THERE, SEEING HIM IN PERSON--WATCHING HIM UP CLOSE--IT WAS MESMERIZING. HE WAS MOVING SO FAST HE WOULD JUST SEEM TO APPEAR WHERE HE WAS NEEDED.
HE WAS A FIGHTING MACHINE-- I DIDN'T SEE HIM HESITATE FOR EVEN A SECOND. HE TRULY WAS THE WORLD'S GREATEST HERO.
I COULDN'T EVEN KEEP UP WITH HIM WHEN WE FLEW TOGETHER.

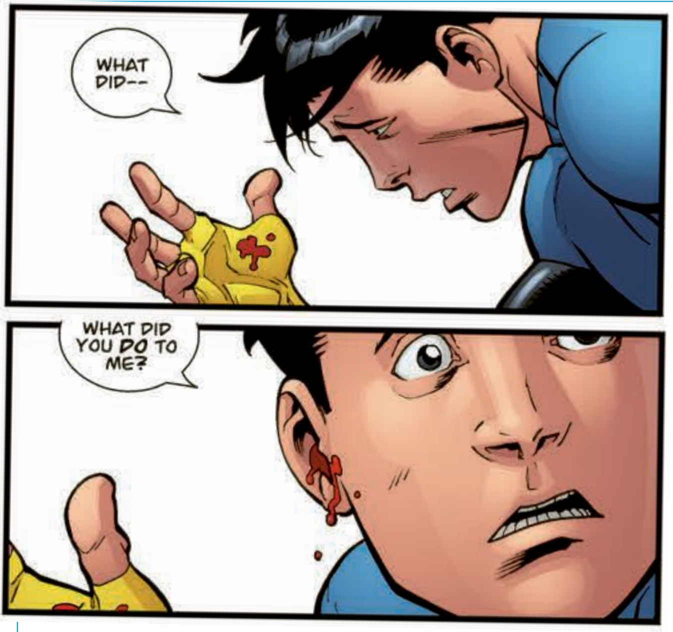
- **Aggressive:** You get +2 dice to any attribute rolls to use an Attack power.
- **Analysis:** You can roll for REASON to gain insight into objects or subjects that you study for at least a few minutes. For every ⬢ you roll, you may ask the GM one question regarding the object or subject.
- **Attuned:** You get +2 dice to any attribute rolls to use a Sensory power.
- **Bigger They Are:** You gain +2 dice to slugfest attacks when you fight a huge creature (page xx).
- **Charger:** You get +2 dice to STRENGTH rolls to perform a charge attack (page xx).
- **Combat Veteran:** In an action scene, you may take 1 point of stress to keep your initiative card from the previous round instead of drawing a new one.
- **Commander:** You can roll PRESENCE to give orders in combat (page xx) as a quick action instead of a full action.
- **Compelling:** You can push any PRESENCE roll twice. Each push still inflicts 1 point of stress.
- **Coordinated:** You can push any AGILITY roll twice. Each push still inflicts 1 point of stress.
- **Cunning:** You can push any REASON roll twice. Each push still inflicts 1 point of stress.
- **Defensive:** When attacked, you can take 1 point of stress to block or dodge without consuming an action to do so. You can do this several times in a round, as long as you have enough Resolve.
- **Deflection:** You can block shooting attacks (not only slugfest attacks), allowing you to counterattack if rolling more YY than needed to block (page xx).
- **Determined:** Your maximum Resolve score is increased by 2. You can take this talent up to five times.
- **Discretion:** If you are attacked and an ally is in the same zone, you can make a PRESENCE roll (no action) to make the ally be targeted by the attack instead of you. Each use inflicts 1 point of stress.
- **Duck & Weave:** You can dodge (page xx) slugfest attacks in addition to shooting attacks.
- **Durable:** Your maximum Health score is increased by 2. You can take this talent up to five times.
- **Evasive:** You get +2 dice to AGILITY rolls to dodge (page xx) an attack.
- **Fast Reflexes:** When drawing initiative (page xx), draw two cards instead of one. Choose the one you want to use and shuffle the other back into the deck. If several characters have this talent, carry out this process one at a time in any order you prefer. Heroes draw before NPCs.
- **Find Weakness:** As a stunt in a slugfest attack, you can spend one ⬢ to find a weak spot in your opponent's protection, halving any Armor rating (rounding up).
- **Formative:** You get +2 dice to any attribute rolls to use a Control power.
- **Formidable**: You can push any FIGHTING roll twice. Each push still inflicts 1 point of stress.
- **Guardian:** If another character in your zone is attacked, you can dive in to take the hit as a quick interrupt action. Roll for FIGHTING if it's a slugfest attack or for AGILITY if shooting. If you succeed, you take the hit instead of the intended target.
- **Hard Hitter:** You get +2 dice to a slugfest attack if you sacrifice your quick action in the round.
- **Indomitable:** Once per game session, you may ignore all ZZ when pushing a roll.
- **Insightful:** You can push any INTUITION roll twice. Each push still inflicts 1 point of stress.
- **Inspiration:** As a quick action, you can take up to 5 points of stress to restore the same amount of lost Resolve to an ally that you can communicate with.
- **Investigator:** When you spend a few minutes in an area, roll once for INTUITION. For each ⬢ rolled, you may ask the GM one of the following questions: *What happened here? Is there anything hidden here, and if so, where? Are there any details here that are out of place?* The GM must answer truthfully, but she is allowed to give vague or incomplete information.
- **Killer:** When you inflict a critical injury, roll twice and choose the result you want.

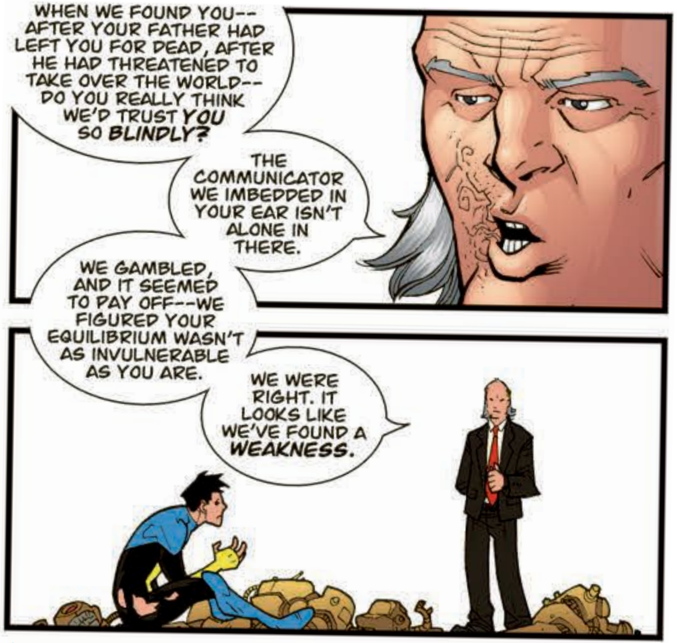
- **Knowledgeable:** You get +3 dice to REASON rolls to recall, find, or understand information related to a specific subject. Roll or choose a subject from the adjacent table, or come up with one of your own with the help of the GM.
- **Leader:** Giving a rousing speech to your team, you can take 1 point of stress to attempt to recover lost Resolve (page xx) for all team members you can communicate with (except yourself) simultaneously. Make a PRESENCE roll (full action) – each hero regains a number of Resolve points equal to the number of ⬢ rolled.
- **Loner:** You can restore lost Resolve between action scenes without taking part in a social scene (page xx). A rest of a few minutes will still let you recover a number of Resolve points equal to your PRESENCE rating, while a few hours' rest will recover all lost Resolve. You should still describe your "unsocial scene" to the other players.
- **Lucky Break:** When you suffer a critical injury, you may re-roll the result once. Choose the result you prefer.
- **Manipulator:** You get +2 dice to PRESENCE rolls when attempting to coerce, cheat, or deceive someone.
- **Martial Arts:** You can make an unarmed slugfest attack (page xx) as a quick action instead of a full action, but with −2 dice.
- **Medic:** You get +2 dice to REASON rolls to stabilize a critical injury, and you can rally someone who is broken using REASON instead of PRESENCE as long as you are in the same zone.
- **Menacing:** When threatening someone to do what you want, roll for STRENGTH instead of PRESENCE and gain +2 dice.
- **Merciless:** You regain 1 point of Resolve each time you cause an enemy to be broken.
- **Mighty:** You can push any STRENGTH roll twice. Each push still inflicts 1 point of stress.
- **Mobile:** You get +2 dice to any attribute rolls to use a Movement power.
- **Motivator:** You can rally another broken character (but not yourself) as a quick action, and with +2 dice to the roll.
- **Mutable:** You get +2 dice to any attribute rolls to use a Modification power.
- **Pilot:** You get +2 dice to all AGILITY rolls for piloting or driving any kind of vehicle.
- **Protective:** You get +2 dice to any attribute rolls to use a Defense power.
- **Rapid Fire:** You can make a shooting attack as a quick action instead of a full action, but with −2 dice.
- **Renowned:** Your Reputation score is increased by 3.
- **Resilience:** Whenever you would take damage to your Health, you can turn it into stress. Every point of stress taken eliminates 1 point of damage. You cannot use this talent when you have no Resolve left.
- **Second Wind:** When you are broken, roll for STRENGTH instead of PRESENCE to rally yourself, and you get +2 dice to the roll.

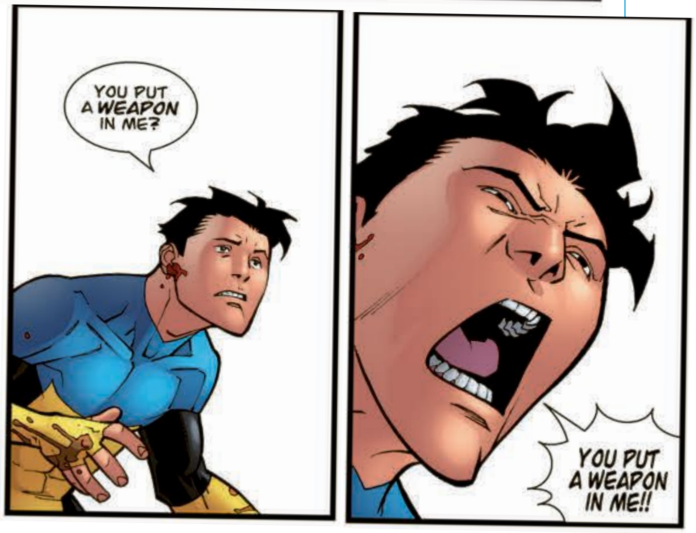
Knowledgeable Subjects

D6	Subject
1	**Natural Sciences.** You understand life and physical sciences like biology, chemistry, astronomy, genetics, physics, and geology
2	**Social Sciences.** You understand human behavior through psychology, sociology, archaeology, linguistics, and political science
3	**Humanities**. You understand cultural significance through history, art, language, literature, philosophy, and religion.
4	**Technology.** You understand hardware, software, and machinery through computer science, programming, artificial intelligence, and robotics.
5	**Current Events.** You have your finger on the pulse of the latest in news, entertainment, politics, sports, and foreign affairs.
6	**Esoteric Lore.** You understand typically-hidden knowledge like magic, spiritualism, mysticism, paranormal activity, and the occult.

- **Sharp-Tongued:** You get +2 dice to PRESENCE rolls when using action banter (page xx).
- **Sniper:** If you spend a quick action aiming right before making a shooting attack (on the same turn), you get +2 dice to the attack roll.
- **Stealthy:** When you sneak up on enemies to perform a surprise attack (page xx) your opponents get –2 to the INTUITION roll to spot the attack. Note that you need to attack alone (or with others who are also Stealthy) for the effect to apply.
- **Streetwise:** You get +2 dice to PRESENCE rolls when trying to find information about the activities in the shadier parts of town, and +2 to INTUITION rolls to spot a surprise attack (page xx).
- **Subdue:** When attempting to grapple an opponent in slugfest (page xx), you get +2 dice. The bonus also applies to resisting your opponent's attempts to break free.
- **Supportive:** When you can help someone, they get +2 dice (instead of +1).
- **Tactical Support:** As a stunt (when rolling extra ⬢) for any roll in an action scene, you may provide tactical support to an ally in the same or an adjacent zone. For each ⬢ you spend, the ally gets +2 dice to their next attribute roll. If you rolled several extra ⬢, you can distribute them across several allies.
- **Unconventional Wisdom**: Roll INTUITION when you first spot or encounter an opponent, organization, or hazard (requiring no action). If you succeed, the GM must tell you something useful about the encounter's composition, status, or objectives for each ⬢ you roll.
- **Warning Call:** As a quick interrupt action, you can shout a warning to another character within hearing range when they are attacked. The target can block or dodge the attack without using their own action, and get +2 dice to the roll.
- **Windfall:** Increase your Resources by 2. You can choose this talent several times.


WHAT DID--
WHAT DID YOU *DO* TO ME?


WHEN WE FOUND YOU--AFTER YOUR FATHER HAD LEFT YOU FOR DEAD, AFTER HE HAD THREATENED TO TAKE OVER THE WORLD--DO YOU REALLY THINK WE'D TRUST *YOU* SO *BLINDLY?*
THE COMMUNICATOR WE IMBEDDED IN YOUR EAR ISN'T ALONE IN THERE.
WE GAMBLED, AND IT SEEMED TO PAY OFF--WE FIGURED YOUR EQUILIBRIUM WASN'T AS INVULNERABLE AS YOU ARE.
WE WERE RIGHT. IT LOOKS LIKE WE'VE FOUND A *WEAKNESS.*


YOU PUT A *WEAPON* IN ME?
YOU PUT A WEAPON IN ME!!

Drawbacks

Throughout your superhero journey, you'll face ongoing difficulties and obstacles that hold you back. These weaknesses or limitations are called drawbacks. Drawbacks offer complications that help make an engaging, well-rounded story.

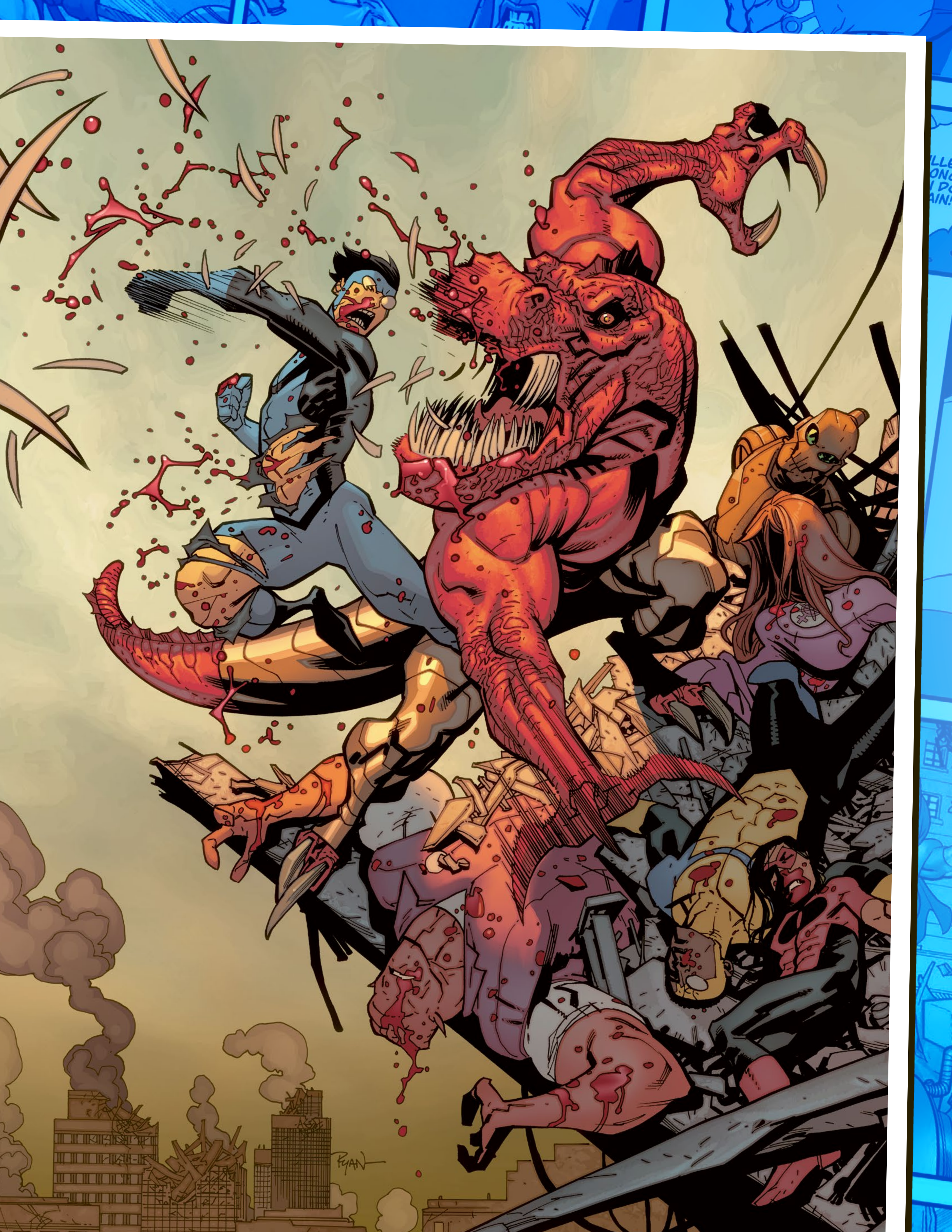
Drawbacks must always have a legitimate limit that hinders or complicates things for a hero. As a rule of thumb, they should factor into relevant situations at least half the time.

Many drawbacks require you to choose one of your powers or power sources when you select it, as stated in their description. The GM has final say on whether a drawback makes sense for a particular power source.

- **Alternate Form:** One of your power sources (choose one if you have several) requires you to transform into another form. Transforming into your alternate form is a full action and causes 1 point of stress. You can only remain in your alternate form for a few hours. In your normal form, you have no powers from that power source and your highest three attribute scores (choose in case of a tie) are reduced to a joint total of 8, and none of them can exceed a score of 4. Note down your reduced attribute scores in parenthesis on your character sheet.
- **Bloodlust:** You lose control in the heat of battle, putting your allies at risk. During combat, you must keep fighting until you are broken or until all enemies have fled or are broken, refusing to accept surrender. Another character in your zone can attempt to calm you down and end your frenzy with a PRESENCE roll (full action). If the roll fails, you must use your next action to attack this character.
- **Cursed:** You are doomed by magic, a dark destiny, or just plain bad luck, defined with the help of the GM when you select this drawback. While the details of the curse can vary widely, typical effects include increasing the stress taken while using a power or getting –3 dice on attribute rolls under specific circumstances. Examples include making a pact with a vengeful spirit to save a loved one or getting younger each time you revert back to normal after a monstrous transformation.
- **Frightful:** Your appearance or demeanor scares people you encounter. You get –3 dice on PRESENCE rolls used against people who don't know you – unless you are trying to intimidate them. When interacting with someone for the first time, they start with a negative attitude toward you and may try to avoid you, flee, or even attack.

- **Gear Dependent:** One of your power sources (choose one if you have several) is specialized gadgetry. If the gear is lost, neutralized, destroyed, or otherwise rendered non-operational, you lose access to all of its powers. Your attributes are not affected.
- **Hard Times:** Decrease your Resources by 2, to a minimum of 1. You can choose this drawback several times.
- **Obsessed:** You are consumed by something that you fiercely pursue, defined when you select this drawback. When presented with the object of your obsession, you strive for it exclusively, suffering –3 dice to INTUITION rolls to notice anything else and –1 die to all other rolls that don't involve your obsession, as determined by the GM. Examples include wealth, vengeance, or fame.
- **Overconfident:** You believe you're unbeatable – until things take a turn for the worse. You cannot push rolls or take stress to perform power exploits if you have more than half of your total Health remaining (rounded up).
- **Phobic:** You have a fear of something or a specific type of situation, defined when you select this drawback. While you're exposed to your phobia, you must make a PRESENCE roll (no action) at the start of each turn. If the roll fails, you lose this turn and cannot perform interrupt actions before your next turn.
- **Power Loss:** You lose access to one of your power sources (choose one if you have several) under specific circumstances, defined when you select this drawback. While these conditions are in effect (as determined by the GM), you cannot use any power belonging to that power source. Examples include exposure to a unique type of radiation, extremely cold temperatures, or being in the same zone as rocks from your destroyed home planet.
- **Reliant:** You have a dependency, defined when you select this drawback. If you don't satisfy your reliance for a few hours, you must make a PRESENCE roll. If you fail, you take 1 point of stress, cannot recover Resolve, and suffer –1 die to all attribute rolls. When another few hours have passed, you must roll again, with the same effect if you fail. The attribute modifier is cumulative. The effect ends when you satisfy your need or as soon as you succeed on the PRESENCE roll. Examples include alcohol, blood, or immersion in the ocean.
- **Stranger:** You are from a distant land or another world altogether, or you have suffered memory loss. Whatever the reason, you are unfamiliar with local customs and habits and suffer –3 to all PRESENCE rolls when dealing with people who don't know you.
- **Super Suit:** One of your power sources (choose one if you have several) is a highly advanced suit. Donning it is a full action and you can only stay in it for a few hours. Without the suit, you have no powers from that power source and your highest three attribute scores (choose in case of a tie) are reduced to a joint total of 8, and none of them can exceed a score of 4. Note down your reduced attribute scores in parenthesis. Also, if you are broken by damage, roll a die – on a ●, the suit is damaged and needs to be repaired (REASON roll, full action) before it can be used again.
- **Targeted:** You are an object of interest for a dangerous opponent or organization, defined when you select this drawback. You might even be a convict running from the law. Your opponent should be a significant presence in the game, and the GM should use them to actively cause trouble for you at least once per adventure or every third session in campaign play.
- **Vulnerable:** You have a specific weakness to something that harms you, defined when you select this drawback. When you are subjected to this source, the damage inflicted is doubled and any Armor rating has no effect.

YEAAGGH!!
MARK, YOU NEED TO CALM DOWN. AND BEFORE YOU GET THE URGE TO CRUSH MY HAND--DESTROYING THIS TRANSMITTER, JUST KNOW, IF IT'S DAMAGED, THE PULSE IN YOUR EAR GOES INTO A PERMANENT LOOP.
IT COULD KILL YOU.


RYAN

CHAPTER FOUR

ACTION AND COMBAT

ARE YOU THE ONES I SEEK? THE FABLED WORLD-CONQUERORS--FEARED ACROSS THE UNIVERSE--IN ALL CORNERS OF EXISTENCE?!
I MUST FACE YOU IN BATTLE! FIGHT ME!

Action is a constant in every superhero's life. Against overwhelming odds, heroes step up to fight and overcome challenges that prompt most people to run away. These threats can take their toll on your hero…and they can even be deadly.

This chapter focuses on how to dive into the action – whether it's saving lives from perilous situations or punching supervillains with your fists. It also covers countdown events, general hazards, damage, recovery, equipment, and rules for vehicles and chases.

Rolling Dice

To attempt something difficult or dangerous, roll a number of six-sided dice equal to your attribute score that best matches the challenge at hand. To succeed, you need to roll at least one 6, represented by the ⬢ symbol (engraved on the custom dice for this game).

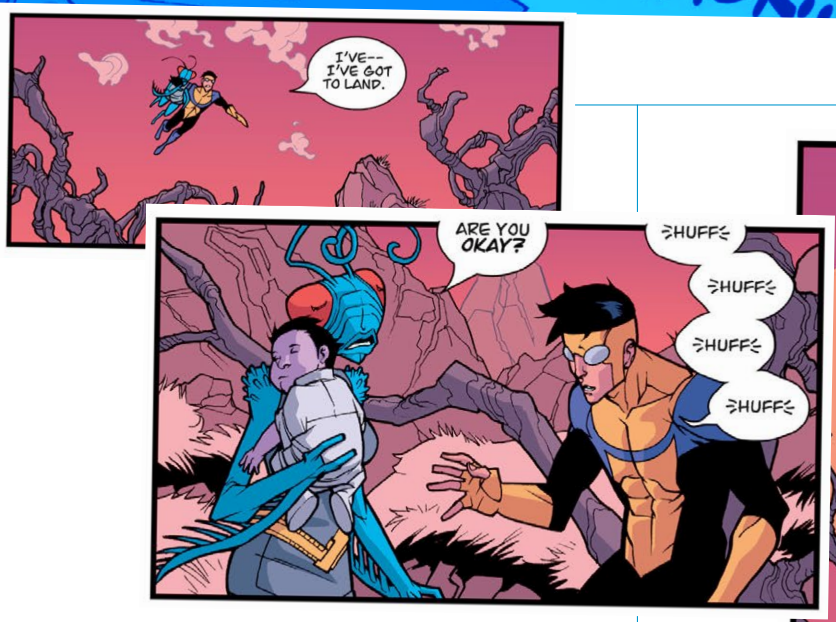
When To Roll: Generally, this rulebook or the adventure text will indicate when to roll dice and what attribute or power to roll for. However, the GM can always call for a roll in any situation they feel warrants it. We recommend against excessive dice rolling however, saving the rolls for dramatic and tense situations where something is truly at stake.

Stunts

If you roll more than one ⬢ in an attribute roll, you can achieve bonus effects called stunts. For attacks, the stunts you can choose from are clearly specified (page xx and xx). In other situations, a stunt could mean any number of things, specified by the adventure or suggested by the GM or yourself. Some examples:

- **You show off** – everyone around you is impressed by your prowess.
- **You do it quickly** – as a quick action instead of a full action, a full action instead of a few minutes, or one time category lower than normal (see the table on page xx).
- **You do it quietly,** without attracting any attention.
- **You learn something new,** connected to the task at hand. The GM determines what you learn, if anything.
- **You help a friend in need,** giving them one of your ⬢. This only applies in situations where several heroes are rolling for the same action simultaneously.
- **You achieve some unexpected additional effect.**

The GM has final say on what stunts can be used for.



I'VE--
HUFF
--NEVER PUSHED MYSELF LIKE THAT BEFORE.
HUFF
NEVER-- HAD TO.
HUFF
I'M EXHAUSTED.

Failure

If you roll no ●, something goes wrong. For some reason, you failed to achieve your goal. Feel free to elaborate on why you failed with the help of the GM. They might even let a failed roll have further consequences to move the story forward in a dramatic way.

Failure must not stop the story completely. Even when you fail, there must be a way forward – perhaps at the cost of additional time, risk, or other resources – but still a way. The GM always has the final say regarding the consequences of failure in a particular situation.

You have one last chance if you really need to succeed – you can push the roll.

Pushing Your Roll

If you fail a roll, or just want more ●, you can push the roll. Grab all dice that don't show a ● or a ◐ and roll them again. All dice count after the re-roll, including the ones not re-rolled. For each 1 (represented by the ◐ symbol and engraved on the custom dice for this game) rolled after a push, you take 1 point of stress.

Passive Rolls: You can only push rolls when you actively perform an action. When passive or unaware, for example when rolling for INTUITION to see if you spot a surprise attack (page xx), you cannot push the roll.

Stressed Out: If you have lost all Resolve (due to pushing rolls or for any other reason), you cannot push rolls. You need to recover at least 1 point of Resolve before you can push again. Read more on page xx.

Only Once: You can normally only push a roll once. Certain talents can allow you to push a roll twice, however.

What Pushing Means

How a pushed roll plays out in story terms depends on what attribute or power you are using and what you're trying to do with it. It can take the form of a great physical exertion, total mental focus, or emotional strain.

NPCs & Pushing

The GM makes dice rolls for NPCs in the same way as players for their heroes. Major NPCs can push rolls just like heroes, but should do so sparingly.

Only One Chance

As a rule, you only have one chance to succeed with any action. Once you have rolled the dice – and pushed the roll – you may not roll again to achieve the same goal. You need to try something different or wait until the circumstances have changed in a substantial way. Or let another player character try. This rule does not apply to attacks.

Roll Modifiers

The rules, the adventure text, or the GM can modify your chances, adding or removing dice for you to roll. This is referred to as +1 die, +2 dice, etc., and conversely –1 die, –2 dice, etc. You can never go below one die.

Gear: Equipment can modify your roll, but not always. Sometimes a specific item is needed just to perform an action. Some weapons and other types of gear are found on page xx.

Help From Others

Up to three other allies can help you with a dice roll. Each ally helping you gives you +1 die, but they need to be in a position to actually support your action in a concrete way - just speaking to you is not enough. The GM has final say.

Opposed Rolls

Sometimes rolling a ⛊ isn't enough to succeed with your attribute or power roll. In some cases, you have to beat your opponent in an opposed roll. To win an opposed roll, you must roll successfully and roll more ⛊ than your adversary. Every ⛊ your adversary rolls eliminates one of your ⛊.

Only you – the active party – can push the roll. Sometimes you and your adversary roll for different attributes or powers, sometimes the same. Examples include trying to convince someone actively opposed to your point of view (roll **PRESENCE** vs. **INTUITION**) or trying to sneak past an alert guard (roll **AGILITY** vs. **INTUITION**).

The GM can also use opposed rolls when they deem it appropriate, like rolling **STRENGTH** vs. **STRENGTH** to determine the outcome of an arm-wrestling match.

Breaking a Tie: If you and your opponent roll the same number of ⛊, the result is a tie. Typically, your action will fail if you roll a tie as the active party in an opposed roll, but in some cases, ties have specific effects. If a tie needs to be broken, re-roll the opposed roll to determine the outcome.

Example: Attribute Roll. *Atom Eve is trying to talk her way past two local police officers to get her and Bulletproof access to a crime scene. Atom Eve has Incredible* **PRESENCE** *6, so she rolls six dice to see if she can persuade them. She rolls no ⛊ and one ◍, failing the roll. She decides to push the roll, knowing that the ◍ in the initial roll will give her 1 point of stress. She re-rolls the five other dice, getting one more ◍ but also one ⛊! Arguing with the officers, they finally let her pass, but the effort costs her 2 points of stress.*

Maps & Zones

Action Maps

An action scene in this game is typically played out using an action map of the area. Large, full-color action maps are included in the Invincible – Superhero Roleplaying Starter Set and other expansions, but maps with less detail work as well – even quickly hand-drawn sketches by the GM are fine for more improvised play.

Standees & Tokens

To track movement on the action map, you can use the cardboard standees found in the Invincible – Superhero Roleplaying Starter Set, digital tokens on your virtual tabletop, or anything else that works for your table.

Playing Without Maps

Although action maps can be useful, you can choose not to use them and let certain action scenes play out only in the "theater of the mind." In this case, the GM needs to determine distances between the heroes and their adversaries.

Zones

An action map is divided into zones. A zone is typically a room, a rooftop, or an area of ground up to about 100 feet wide. A zone is generally smaller in a cramped environment than in open terrain.

Borders: A border between two adjacent zones is either open or blocked (typically by a wall). A blocked border can have a door, as indicated by the map, allowing movement between the two zones. In official adventures, zone borders are indicated by walls or by dotted lines on the action map.

Distance: The distance between you and your opponents is counted in zones – simply count the number of zone borders between you following the shortest route. If you are in the same zone, the distance is 0 zones.

Altitude

Several powers and vehicles allow vertical movement, and characters can move through a building up to the rooftop. Altitude is abstracted into three levels:

- **Elevated:** On a rooftop or airborne at a similar height. Elevated characters are considered to be one zone above the ground, and all elevated characters in the same horizontal zone are in the same zone. Elevated characters cannot be attacked from the ground in slugfest (page xx), except using special powers or by huge creatures (page xx).
- **Sky High:** Above the clouds and out of sight from the ground. All characters at sky high altitude are removed from the action map and considered to be in the same zone. Characters at other altitudes cannot attack, or be attacked by, characters at sky high altitude, even by ranged weapons.
- **In Orbit:** Outside the planet's atmosphere. The LIFE SUPPORT power or a spacesuit is needed to be here without being killed by the vacuum of space (page xx). All characters in orbit are removed from the action map and considered to be in the same zone. Characters at other altitudes cannot attack, or be attacked by, characters in orbit, even by ranged weapons.

For more about vertical movement, see page xx.

Large Buildings: Larger and more complex buildings can have several floors described in detail. In such cases, each floor is considered a separate vertical zone.

Rounds & Initiative

Action scenes are played out in rounds, each approximately 5–10 seconds long. At the start of each round, the first step is to decide who has the initiative – in what order the combatants will act during the round.

Drawing the Initiative

To determine the initiative, ten cards numbered 1 to 10 are used. Such initiative cards are included in the Invincible – Superhero Roleplaying Starter Set, but you can also use ordinary playing cards, removing the face cards and counting aces as 1.

Each player in the fight draws a random card at the beginning of each round, and the GM draws cards for NPCs. The number on the card determines the order in which you act in the round. Card #1 acts first, card #2 acts second, and so forth until everyone has acted.

WE'VE ONLY GOT A SECOND. ARE YOU OKAY?
THINK SO. YEAH.
WHAT ARE YOU DOING OUT THERE? YOU NEED TO FIGHT FAST. YOU CAN'T GIVE THEM A SECOND TO ANTICIPATE YOUR ATTACK-- YOU CAN'T TAKE THE TIME TO THINK. YOU JUST ACT AND IF YOU'RE LUCKY ENOUGH TO LAND A BLOW--ACT AGAIN.
I CAN'T-- THEY'RE JUST TOO FAST. I'M TRYING BUT I CAN'T. I'M JUST NOT USED TO THIS. I--I DON'T THINK I'M READY.

Your Turn: Your place in the initiative order is called your turn. Your "previous turn" or "your next turn" can occur in the current round or the previous/next round, depending on if you've had your turn in the current round yet.

Place your initiative card by your character sheet so everyone can see the order in which each Hero acts. The GM puts their card (or cards) in front of them. When all participants have had their turn, the round is over, and a new round begins by drawing the initiative again.

Additional Turns: Some characters have powers, such as QUICKNESS (page xx), that allow them to take more than one turn per round, drawing an initiative card for each.

Helping: If you help another hero (page xx) in an action scene, your full action is spent on the other hero's turn, regardless of your own initiative.

NPC Initiative

To make things simple, particularly in large battles, the GM can draw a single initiative card for a group of NPCs. All NPCs in that group act on the same turn in the round. The order among them is decided by the GM. When a PC holds off to swap initiative cards (page xx), they swap initiative with the whole NPC group.

Surprise Attack

If combat starts with an attack that the GM deems to be surprising, the defender(s) must roll for **INTUITION**. It's a passive roll that cannot be pushed. All defenders who fail the roll automatically get the highest (worst) initiative card(s) in the first round of combat. Distribute these randomly before letting the other combatants draw initiative. For example, if three heroes fail their **INTUITION** rolls, they get the 8, 9, and 10 cards, randomly distributed. At the start of the second round, everyone draws the initiative as usual.

Too Many Draws?

Action scenes in Invincible – Superhero Roleplaying are fast and brutal, and rarely last longer than 3–5 rounds. Drawing initiative every round gives a more dynamic flow of play, but should you find it cumbersome, you can draw initiative only in the first round of combat. Holding off and swapping initiative cards can still be done.

Holding Off

At your turn in the round, you can choose to hold off. This means that you swap initiative cards – and therefore places in the turn order – with another hero or NPC (or NPC group) whose turn comes after yours. They cannot refuse the trade. You cannot swap initiative cards with someone who has already had their turn, nor someone who themselves chose to hold off earlier in the round.

Note: All rules effects that are triggered "on your turn" are moved in the turn order when initiative cards are swapped. Your turn doesn't happen until you use it.

❗ **Interrupt Actions:** Quick actions that occur out of turn (such as blocking or dodging) are not affected by holding off – spent quick actions still count as spent, even if you get a new initiative number. Even if you have spent two quick actions as interrupt actions earlier in the round, and thus don't get any action on your turn, you can still hold off and swap cards when your turn comes – this can be useful to give another hero an earlier spot in the turn order.

Example: Zones & Initiative. *On their way back home after investigating the crime scene, Bulletproof and Atom Eve have stopped on the street for a quick bite when they spot the villains Tether Tyrant and Killcannon on a rooftop. The villains see the heroes and shout threats at them. All four draw an initiative card each. Bulletproof draws 2, Atom Eve 5, Tether Tyrant 3, and Killcannon 7. The initiative order is then Bulletproof 2, Tether Tyrant 3, Atom Eve 5, and Killcannon 7.*

Actions

Full & Quick Actions

Each round, you can perform one full action and one quick action, or two quick actions. You can perform your actions in any order you like.

Full Action: This is often an attack or another use of a power, but can be anything you could reasonably do in less than 10 seconds that requires your full focus. It typically requires an attribute roll. See the adjacent list for examples. A full action can only be performed on your turn in the round.

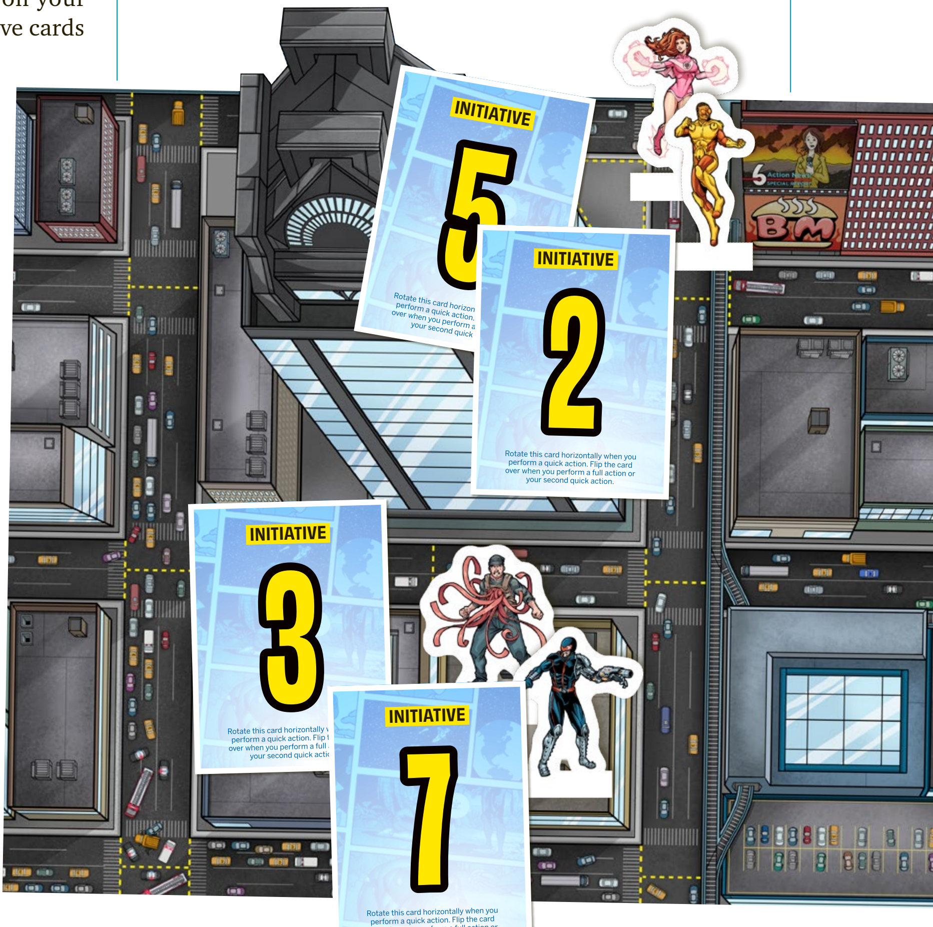
Quick Action: These are faster than full actions and don't necessarily demand a roll (though some do). Quick actions include movement. See the adjacent list for examples. Some quick actions can be performed out of turn, to interrupt the actions of opponents. On your turn, you can save your quick action for an interrupt action to use later in the round. If you perform two quick actions in the same round, you forfeit your full action.

Action Reset: All actions are reset at the start of a new combat round. Actions can never be saved from one round to the next.

Full Action + Quick Action

or

Quick Action + Quick Action


INITIATIVE
5
Rotate this card horizontally when you perform a quick action. Flip the card over when you perform a full action or your second quick action.
INITIATIVE
2
Rotate this card horizontally when you perform a quick action. Flip the card over when you perform a full action or your second quick action.
INITIATIVE
3
INITIATIVE
7
BM

Mark Your Actions

To keep track of your actions in the round, a tip is to keep your initiative card face-up and vertical at the start of the round. Turn it horizontally when you perform a quick action. Flip the card over when you perform a full action or your second quick action. When the card is both rotated and flipped, you're done for the round! At the beginning of a new round, flip your card over again.

Giving Orders

As a full action, you can give orders to another character. The target must be able to hear you, even if via a device or through a power. Roll for **PRESENCE**. For every ⬢ you roll, the target gets +1 die to one roll later in the same round, but only for carrying out the order you gave.

Movement

Movement in an action scene can be both horizontal and vertical. Powers like **BURROWING**, **FLIGHT**, **LEAPING**, **SUPER-SPEED**, **SWIMMING**, **SWINGING**, and **TELEPORTATION** allow you to move in special ways (see chapter 3). Movement for vehicles involves some additional special rules (page xx).

Full Actions

Action	Attribute Used
Slugfest attack	**FIGHTING**
Charge attack	**STRENGTH**
Shooting attack	**AGILITY**
Use a power	Varies
Break or lift something	**STRENGTH**
Interact with technology	**REASON**
Stabilize a dying character	**REASON**
Give orders	**PRESENCE**
Rally a broken character	**PRESENCE**
Persuade someone	**PRESENCE**
Save bystanders	Varies
Fly sky high or into orbit	–

Quick Actions

Action	Attribute Used
Move into an adjacent zone	–
Block a slugfest attack	**FIGHTING**
Dodge a shooting attack	**AGILITY**
Pick up an item	–
Scan an area for details	**INTUITION**
Action banter	**PRESENCE**
Start a vehicle	–
Enter/exit a vehicle	–
Handle a vehicle	**AGILITY**
Use item	Varies

Communication in Combat

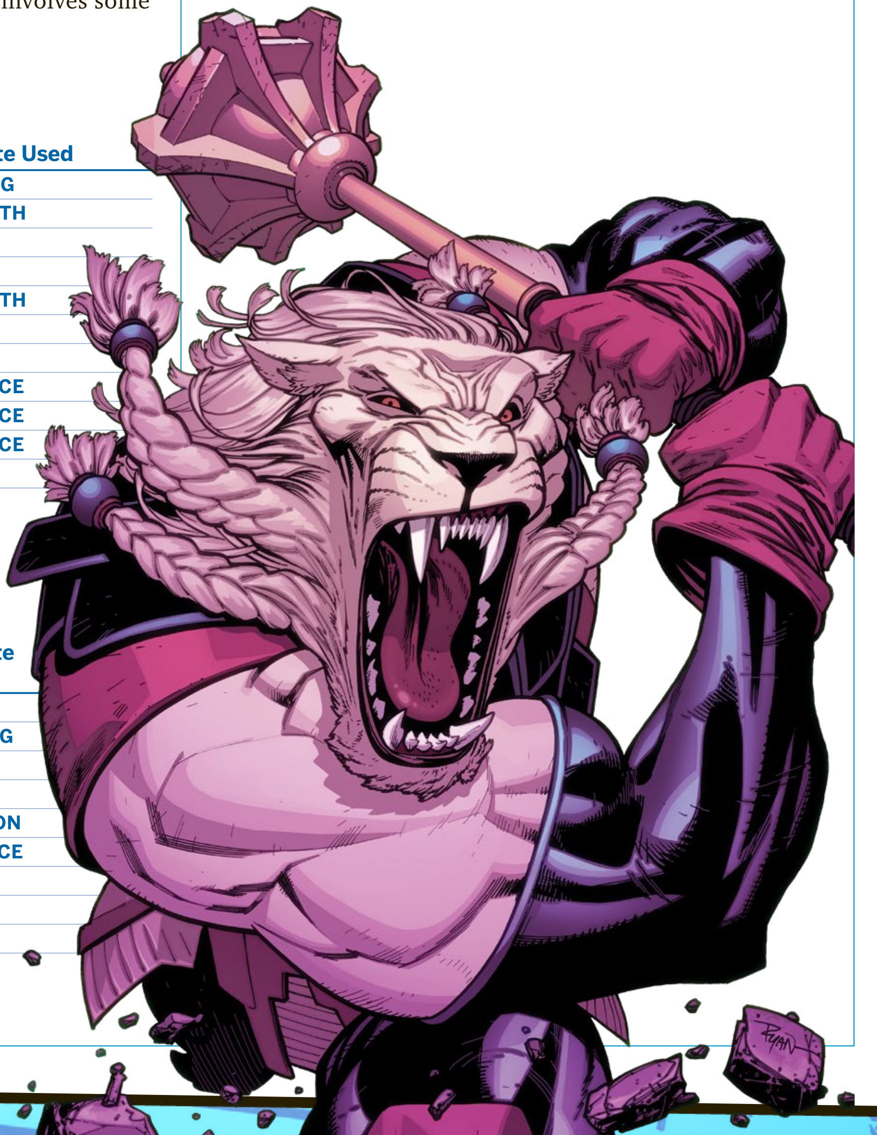
Several powers in the game require the heroes to be able to communicate with each other. As a general rule, heroes in the same zone, or in adjacent zones, can talk to each other directly, as long as nothing impedes that communication (such as a wall). At longer distances, the heroes will need communicators of some sort, or powers like **TELEPATHY**.

Ground Movement

To move horizontally on the action map, you simply need to spend a quick action to go from a zone to an adjacent zone. Moving inside a zone requires no action at all, but can only be done on your turn.

Aerial Movement

Some powers and vehicles allow aerial movement. Using these, you can also move over the top of buildings and other elevated positions without hindrance, and you can choose to end your movement on a rooftop. Some powers also allow you to end your movement airborne (see the adjacent sidebar). Vertical movement between the levels of altitude (page xx) works as follows:



- **Elevated:** Moving between the ground and elevated altitude is a quick action, and can even be done as part of a horizontal movement without requiring a separate action.
- **Sky High:** Moving between sky high altitude and any other altitude requires one full action (not just a quick action).
- **In Orbit:** Moving between orbit and any other altitude requires one full action.

Falling: A fall from elevated altitude inflicts D6 points of damage, while a fall from sky high altitude inflicts 2D6 points of damage. Roll for AGILITY (no action) – each ⛊ rolled eliminates 1 point of damage. If there is anything to grab onto on the way down, a success on the AGILITY roll will negate the damage completely. Some powers fully negate the risk of falling, and if in orbit, you won't fall.

Fastball Special

As a full action, you can throw a friendly character with lower **STRENGTH** than you a number of zones equal to the difference between your **STRENGTH** and theirs. The throw movement can end at elevated altitude and even be used as part of a charge attack (page xx).

Carrying Others: If you can fly, you can carry one other character, who starts and ends their move in the same zone as you. This cannot be combined with a charge attack (page xx). If you remain airborne (elevated) after such a move, none of you can attack, block or dodge until you have landed.

Buildings

Moving into a building can be done with a simple movement action (unless its doors are locked, see below). Typical buildings on a city map are considered a single zone for both horizontal and vertical movement, meaning that moving up to the rooftop (elevated altitude) from inside the building requires one (quick) movement action.

Larger and more complex buildings can have several floors, each counting as one zone for vertical movement inside the building (through stairwells) and with each floor having multiple horizontal zones. Even on such buildings, the rooftop can be reached from the outside with a single move for characters or vehicles capable of vertical movement.

Airborne Characters

Some powers and vehicles allow you to stay airborne (at elevated altitude) at the end of a move. Make a note of this or mark it using the tokens included in the Invincible – Superhero Roleplaying Starter Set.

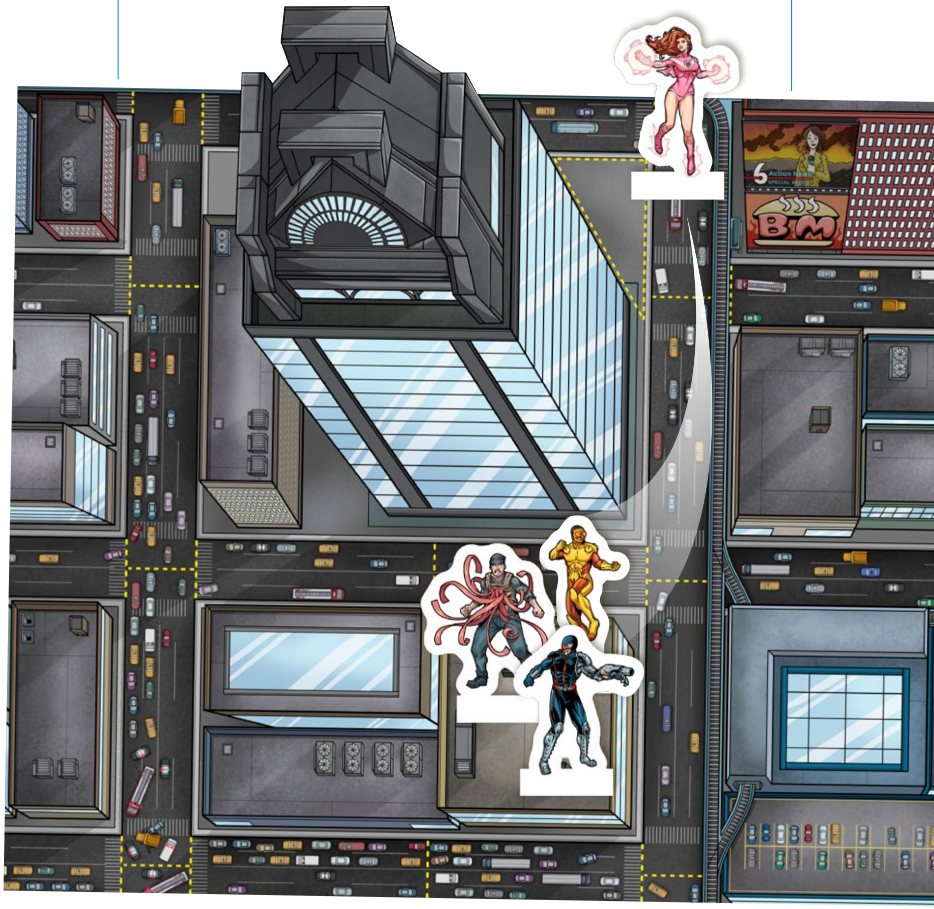
Doors & Hatches: An unlocked door or hatch can be passed without affecting movement. A locked door or hatch can be breached by a STRENGTH roll (quick action), but only if your base slugfest damage rating (page xx) exceeds the Armor rating of the barrier (see the adjacent table). Generally, you can open an electronically sealed door or hatch with a REASON roll (full action).

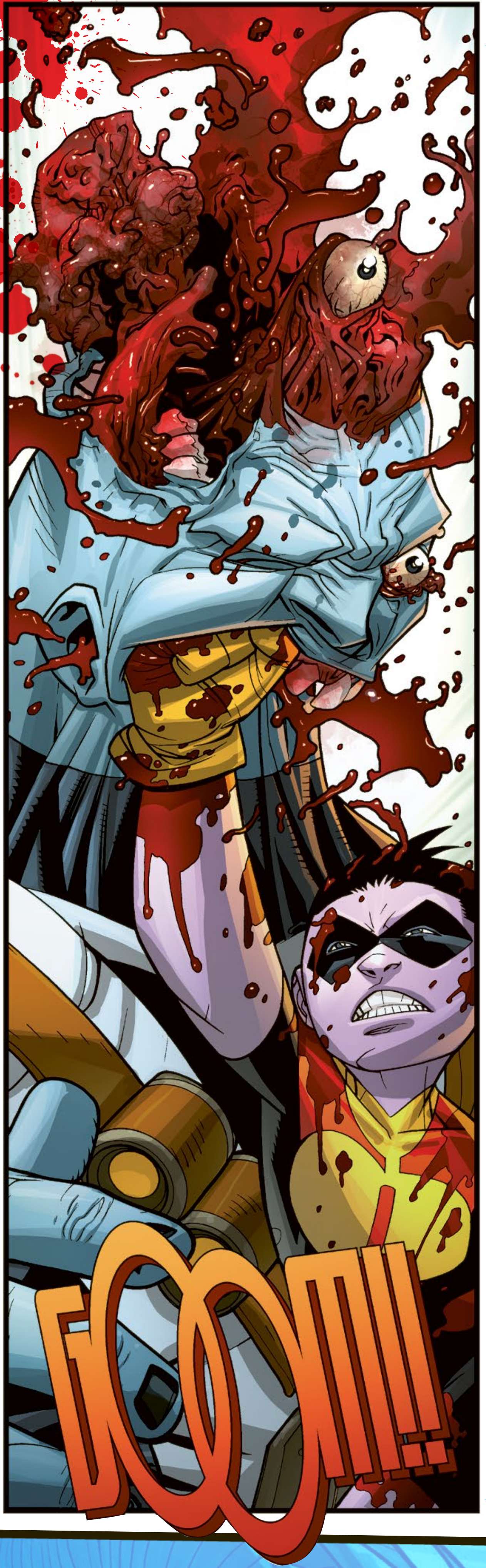
Doors & Walls

Type	Armor
Interior Door	1
Interior Wall	2
Exterior Door	2
Exterior Wall	3
Reinforced Door/Wall	4+

Crashing Through Walls: If in a serious hurry, you can crash right through a door or wall as part of a movement action – in a single quick action, you can move and make a STRENGTH roll as per above to breach the barrier. If you can move more than a single zone in a movement action and have movement left after breaching the barrier, you can continue the move normally. If the STRENGTH roll fails, you stop at the barrier and take damage equal to the Armor rating of the barrier.

Example: Actions & Movement. *When combat starts, the heroes are three zones away from the villains. Bulletproof goes first and decides to fly straight at Tether Tyrant with his Major **FLIGHT** power that allows him to fly up to four zones with his quick action, easily closing with the villain. Moving up to the rooftop at elevated altitude doesn't cost any extra movement. He then proceeds to use his full action to make a slugfest attack against Tether Tyrant.*





Slugfest

Pounding your opponent with your bare fists, or a melee weapon, is called slugfest. A slugfest attack can only be made at targets in the same zone, unless a power or special rule specifically allows otherwise. Slugfest is a full action using the FIGHTING skill, except the charge special attack (page xx), which uses STRENGTH instead.

Hit: If the attack succeeds, it inflicts damage equal to your Slugfest Damage, which is equal to half your STRENGTH score (rounded up) on the target. Damage may be reduced by armor (page xx).

Pulling Your Punch: If you wish, you can choose to inflict less damage than your full Slugfest Damage.

Weapons: If you use a weapon in a close combat attack, you inflict its Damage rating instead of your Slugfest Damage.

Airborne Targets: If you are on the ground, you cannot make a slugfest attack against an elevated target (page xx), unless you can reach it using a special power or vehicle. Two elevated characters in the same horizontal zone are considered to be in the same zone and can attack each other in slugfest. Huge creatures (page xx) on the ground can attack elevated targets in slugfest.

Unaware Opponents: If your opponent is restrained or unaware of you (see Surprise on page xx), they cannot block the attack and you get +2 dice.

Special Attacks: There are two types of special attacks in slugfest combat: charging and grappling. Read more on page xx. You must declare a special attack before any dice are rolled.

Slugfest Stunts

If you roll more than one ⬟ in a slugfest attack, you may choose to spend the extra ⬟ beyond the first to trigger stunts. The effects of a stunt are in addition to the base damage. Choose one stunt from the list below for each extra ⬟ rolled. Each stunt may only be chosen once for each target.

- **Extra Damage:** You inflict additional damage equal to your Slugfest Damage (or the Damage of your weapon) before any reduction for Armor.
- **Knockback:** Your target is knocked back a number of zones equal to your Slugfest Damage minus 1. If the target hits a barrier, the target suffers damage equal to your Slugfest Damage a second time (again reduced for Armor). If the barrier's Armor is lower than the damage, the target continues its movement through the barrier, potentially hitting more barriers and suffering your Slugfest Damage (minus Armor) at each one, until the movement stops. On a city map, each building is typically considered one zone bordered by exterior walls (Armor 3). Huge creatures (page xx) are immune to knockback unless stated otherwise.

- **Stun:** If your target takes any damage from the attack, they must make an immediate **PRESENCE** roll (no action) or miss their next turn. They also cannot perform interrupt actions until then. Huge creatures (page xx) are immune to stun unless stated otherwise.
- **Bang Heads:** You slam your target into an additional opponent in the same zone. You may choose this stunt multiple times. Each target suffers your Slugfest Damage, and any further stunts are applied to each target separately.
- **Trap:** You immobilize your opponent under debris or inside some enclosure, depending on the zone you're in. Getting out requires an **AGILITY** or **STRENGTH** roll (quick action) and until then, the target cannot move or make slugfest attacks. You cannot choose this stunt in a completely empty zone.
- **Disarm:** You wrestle an item from your opponent's grasp. You can keep the item or throw it into an adjacent zone as part of the stunt.
- **Deadly Hit:** If your attack causes damage, you inflict a critical injury even if the target is not broken. Roll a D6 and add the amount of damage inflicted by the attack, up to a maximum of +6, to determine the injury on the table on page xx. This stunt requires a weapon or power with sharp damage (page xx) and it cannot be used against huge creatures.
- **Special Stunt:** Action scenes in adventures may include specific stunts that are available only in that specific scene.
- **Your Own:** If you have a cool idea for a stunt, you're free to propose it to the GM, who has final say on whether or not to allow it.

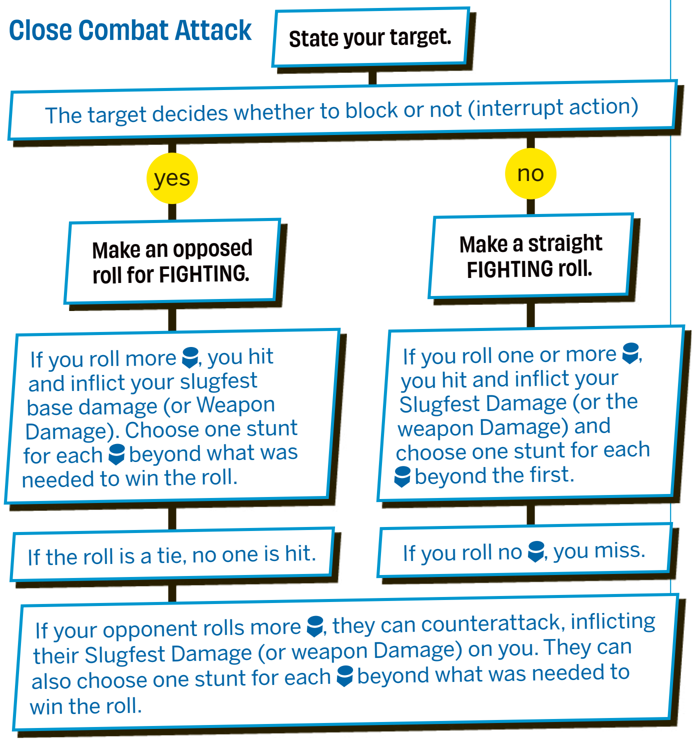
Blocking

If you are attacked in slugfest, you can choose to block the attack to avoid being hit. Blocking is a quick action, and you roll for **FIGHTING**. You must state that you block before the attacker rolls for their strike. Blocking turns the attack into an opposed roll (page xx) – for each ⬢ you roll when blocking, you eliminate one ⬢ rolled by the attacker. Remember that you cannot push an opposed roll as the defender.

❗ **Interruption:** Blocking is an interrupt action and occurs out of turn. It does require a quick action however – if you have no actions left in the round, you cannot block (unless you have powers or talents that specifically allow it). If you fear you will be attacked later in a round, it might be wise to save a quick action for a possible block.

Counterattack: If you roll more ⬢ than the attacker when blocking, you can counterattack. This counts as a normal slugfest attack which hits automatically with the ⬢ beyond what you needed to eliminate all of the attacker's ⬢. Extra ⬢ can be used for stunts normally. It's not possible to block a counterattack.

Close Combat Attack



State your target.

The target decides whether to block or not (interrupt action)

yes

Make an opposed roll for FIGHTING.

If you roll more ⬢, you hit and inflict your slugfest base damage (or Weapon Damage). Choose one stunt for each ⬢ beyond what was needed to win the roll.

If the roll is a tie, no one is hit.

If your opponent rolls more ⬢, they can counterattack, inflicting their Slugfest Damage (or weapon Damage) on you. They can also choose one stunt for each ⬢ beyond what was needed to win the roll.

no

Make a straight FIGHTING roll.

If you roll one or more ⬢, you hit and inflict your Slugfest Damage (or the weapon Damage) and choose one stunt for each ⬢ beyond the first.

If you roll no ⬢, you miss.

Wrecking a Zone

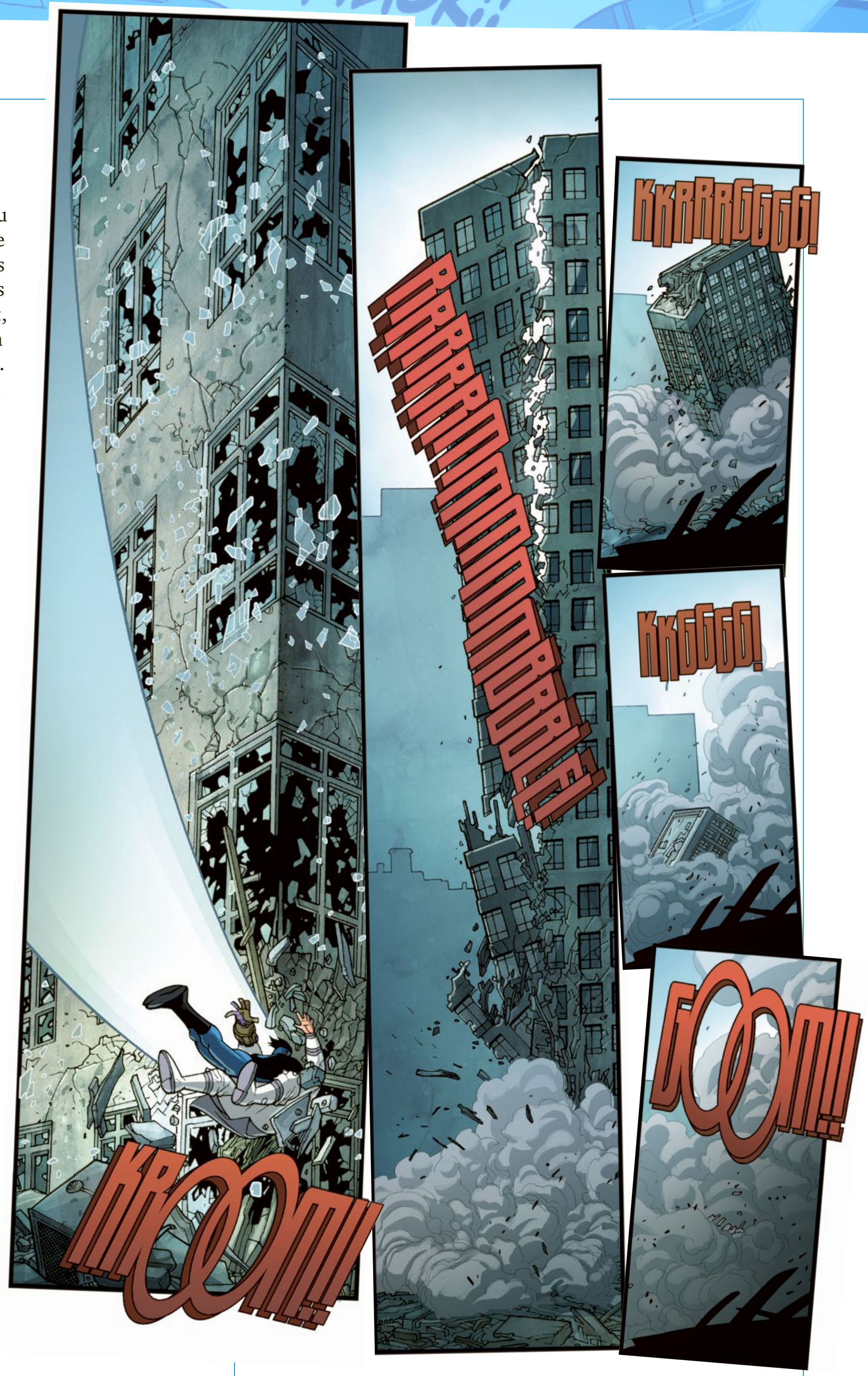
As part of a slugfest attack, you can choose to wreck the zone you're in. Wrecking a zone means tearing it up and using objects from it to hit your opponent, throw at them, or even smash your opponent into them. Certain powers can also be used to wreck a zone. Wrecking a zone has three effects:

- You get bonus dice to the attack roll.
- The attack can reach an adjacent zone (range 1).
- Once wrecked, the same zone cannot be wrecked again.

The terrain type in a zone determines a minimum STRENGTH score required to wreck it and the number of bonus dice you get for the attack if you do so (see the adjacent table). Some zones, like a flat field or empty space, cannot be wrecked.

A single zone can only be wrecked once during an action scene. To mark that a zone has been wrecked, place any marker on it or use the tokens provided in the Starter Set for Invincible – Superhero Roleplaying. Wrecking a zone can give you bad karma (page xx).

Wrecking Buildings: If you wreck a building zone on a city map, the building is considered leveled. Its rooftop is no longer considered an elevated position (page xx).


RRRRRMMMMMBBLE!
KKRRRGGGG!
KKGGGG!
KROOM!!
BOOM!!

Wrecking Zones

Zone Terrain	Minimum STRENGTH	Attack Bonus
Office interior	4	+1
Warehouse interior	5	+2
City street	6	+3
Woods	7	+4
Building	8	+5
Cliffs	9	+6

Describe the Destruction

Collateral damage is commonplace in superhero comics, and Invincible showcases numerous panels and spreads where property damage is extreme. By using the rules for wrecking zones, heroes can use the environment to their advantage. However, remember to also highlight the impact of superpowered battles on the surroundings – describe the destruction in terms of crushed vehicles, splintered trees, and collapsing buildings. Also don't forget that wrecking zones can give heroes bad karma (page xx).

Charge

A special type of slugfest attack is the charge, barreling right into your opponent with full force. A charge must be combined with movement, consuming both a full and a quick action, and cannot start in the same zone as the target. The movement must stop at the point of attack unless you slam the target (below). A charge is rolled as a normal slugfest attack but with some key differences:

- Roll for the attack using STRENGTH instead of FIGHTING.
- A charge cannot be blocked, but it can be dodged as a shooting attack (page xx).
- When charging, the only allowed stunts are extra damage and to slam (below).

Slam: If you charge an opponent and get more ⛊ than you need to hit and you have remaining movement left after the point of attack, you can spend one extra ⛊ to push your opponent before you and keep moving in the same direction until your move ends. If you hit a barrier along the way, your opponent suffers additional damage equal to your Slugfest Damage (reduced for Armor). If the barrier's Armor is lower than this damage, you can continue the movement through the barrier, potentially hitting more barriers, until the movement stops. Huge creatures (page xx) cannot be slammed unless stated otherwise.

Grapple

Another special type of slugfest attack is the grapple. Roll for FIGHTING normally, and the attack can be blocked as usual. No weapon can be used. If successful, your opponent cannot move or perform any actions requiring body movement (including slugfest and shooting attacks) except trying to break free. This is an opposed STRENGTH vs STRENGTH roll against you (quick action for the opponent breaking free, no action for you).

While you are grappling an opponent, the only actions you can perform (until you choose to release your opponent) are movement (pulling your opponent with you) and a grapple attack. This works as a normal unarmed attack but it cannot be blocked, and the only stunt allowed is extra damage. Huge creatures cannot be grappled.

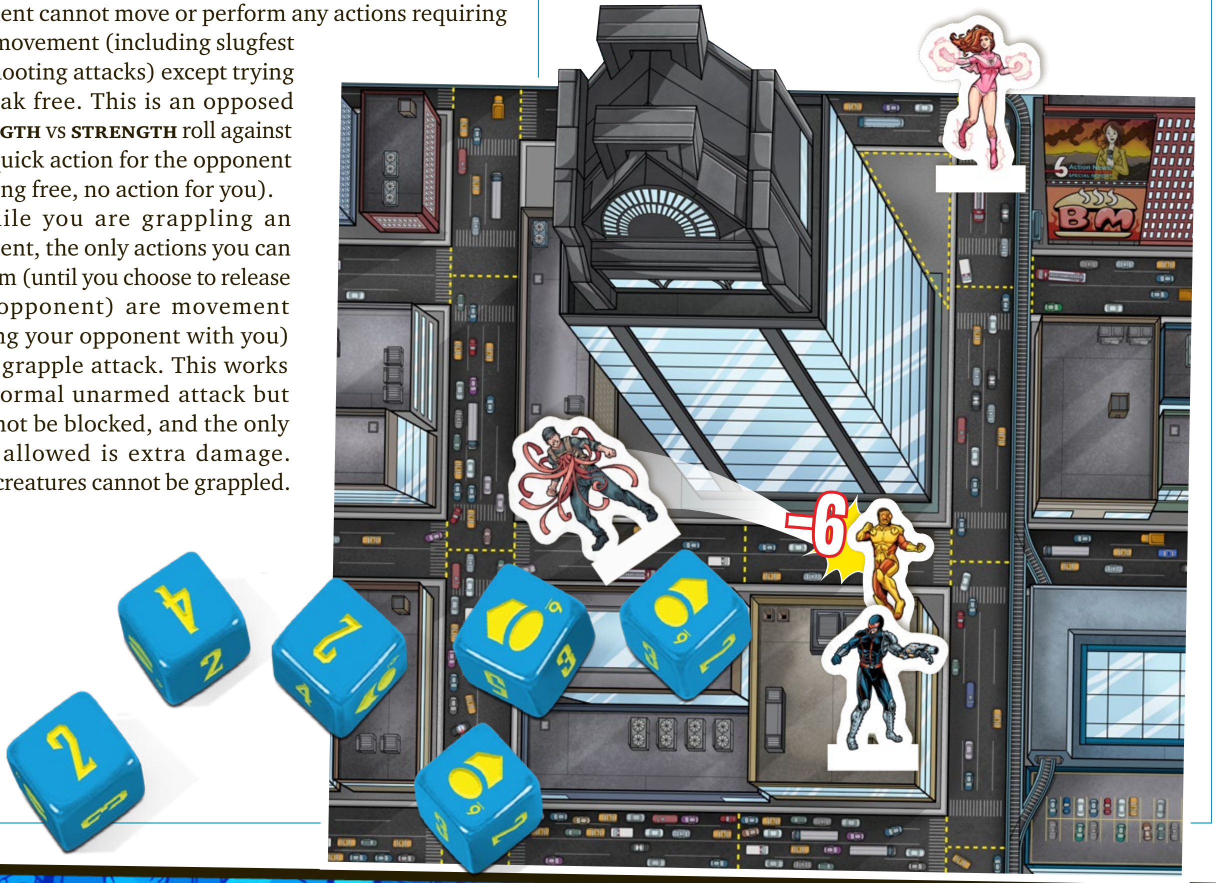
Huge Creatures

Certain beings in the game are designated as huge creatures. These follow normal rules, but with a few exceptions:

- They can attack elevated characters in slugfest (page xx).
- The stunts knockback, stun, slam, suppressed, and deadly hit cannot be used against them.
- They cannot be grappled.
- They are immune to action banter (page xx).

Example: Slugfest. *Tether Tyrant decides not to block, to save his quick action for his turn. Bulletproof rolls six dice for his Incredible **FIGHTING**. He rolls three ⛊! The first ⛊ means he hits and deals his Slugfest Damage of 4 to Tether Tyrant (which is reduced to 2 as a result of the villain's Armor). Bulletproof can use the two extra ⛊ for stunts. He chooses Extra Damage to deal an additional 4 points of damage, for a total of 6. He also chooses knockback, sends Tether Tyrant flying three zones (Bulletproof's Slugfest Damage of 4 minus 1), and Tether Tyrant goes sailing off the edge of the rooftop! The villain succeeds with his **AGILITY** roll however, catching himself on the way down and avoiding further damage.*

*On his turn, Tether Tyrant uses his **EXTRA LIMBS** (tentacle harness) to climb up to the rooftop with a quick action. He then uses his full action to attack Bulletproof with a grapple, rolling nine dice (**FIGHTING** 6 plus 3 for his Major **EXTRA LIMBS**). Bulletproof cannot block as he already used his quick action. Tether Tyrant rolls one ⛊ and Bulletproof is caught!*



Shooting

When shooting someone at a distance, roll for AGILITY. This requires a power or weapon that allows shooting attacks. Shooting at someone is a full action.

Range: All shooting powers and weapons have a minimum and maximum range. Range 0 means inside the same zone. Attacks closer than the minimum range get –3 dice. A weapon cannot be used beyond its maximum range.

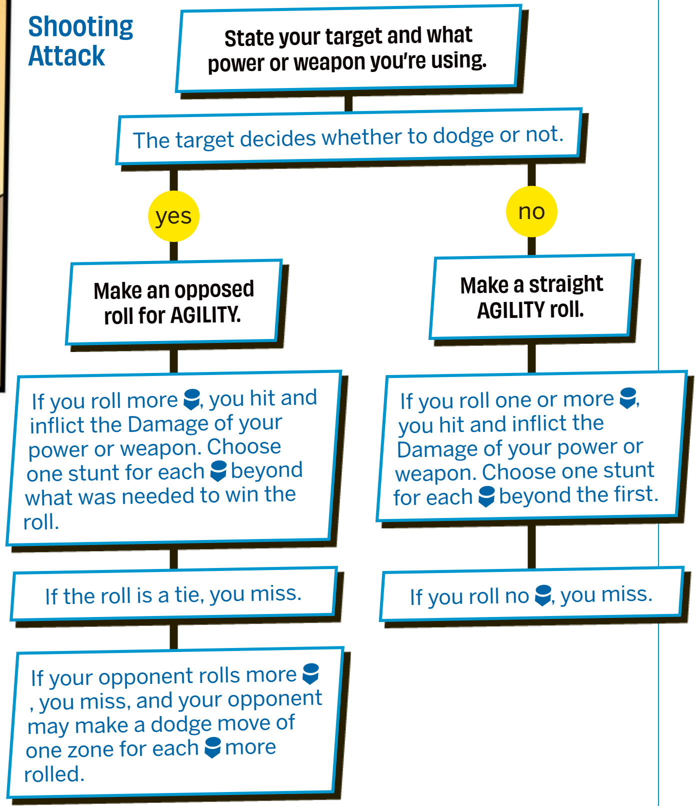
Hit: If the attack succeeds, it inflicts damage equal to the Damage of your power or weapon on the target. Damage may be reduced by armor (page xx).

Stunts

If you roll more than one ⛊ when shooting, you may choose to spend the extra ⛊ beyond the first to trigger stunts. The effects of a stunt are in addition to the base damage. Choose one stunt from the list below for each extra ⛊ rolled. Each stunt may only be chosen once for each target.

- **Extra Damage:** You inflict additional damage equal to the Damage of your weapon or power, before any reduction for Armor.
- **Suppressed:** If your target takes any damage from the attack, they must make an immediate PRESENCE roll (no action) or miss their next turn. They also cannot perform interrupt actions until then. This stunt cannot be used against huge creatures.
- **Trick Shot:** Your attack continues to hit an additional opponent in the same zone. You may choose this stunt multiple times. Each target suffers the base Damage, and any further stunts are applied to each target separately.
- **Disarm:** You shoot an item from your opponent's grasp. It falls to the ground in the same zone.
- **Deadly Hit:** If your attack causes damage, you inflict a critical injury even if the target is not broken. Roll a D6 and add the amount of damage inflicted by the attack, up to a maximum of +6, to determine the injury on the table on page xx. This stunt requires a weapon or power with sharp damage (page xx) and it cannot be used against huge creatures.
- **Special Stunt:** Action scenes in adventures may include specific stunts.
- **Your Own:** If you have a cool idea for a stunt, you're free to propose it to the GM.

FWOOOSH!
TRUST ME. I'M FEELING ENOUGH PAIN JUST LISTENING TO YOU RAMBLE. "FEEL THE FURY OF FURNACE?" I MEAN REALLY. DO YOU KNOW HOW MANY TIMES I'VE HEARD "FEEL THE FURY OF" IN THE LAST MONTH? AND THE GUYS THAT USE IT--SHEESH!
LET'S JUST SAY YOU'RE NOT IN GOOD COMPANY.
SHUT UP!



Shooting Attack

State your target and what power or weapon you're using.

The target decides whether to dodge or not.

yes

Make an opposed roll for AGILITY.

If you roll more ⬟, you hit and inflict the Damage of your power or weapon. Choose one stunt for each ⬟ beyond what was needed to win the roll.

If the roll is a tie, you miss.

If your opponent rolls more ⬟, you miss, and your opponent may make a dodge move of one zone for each ⬟ more rolled.

no

Make a straight AGILITY roll.

If you roll one or more ⬟, you hit and inflict the Damage of your power or weapon. Choose one stunt for each ⬟ beyond the first.

If you roll no ⬟, you miss.

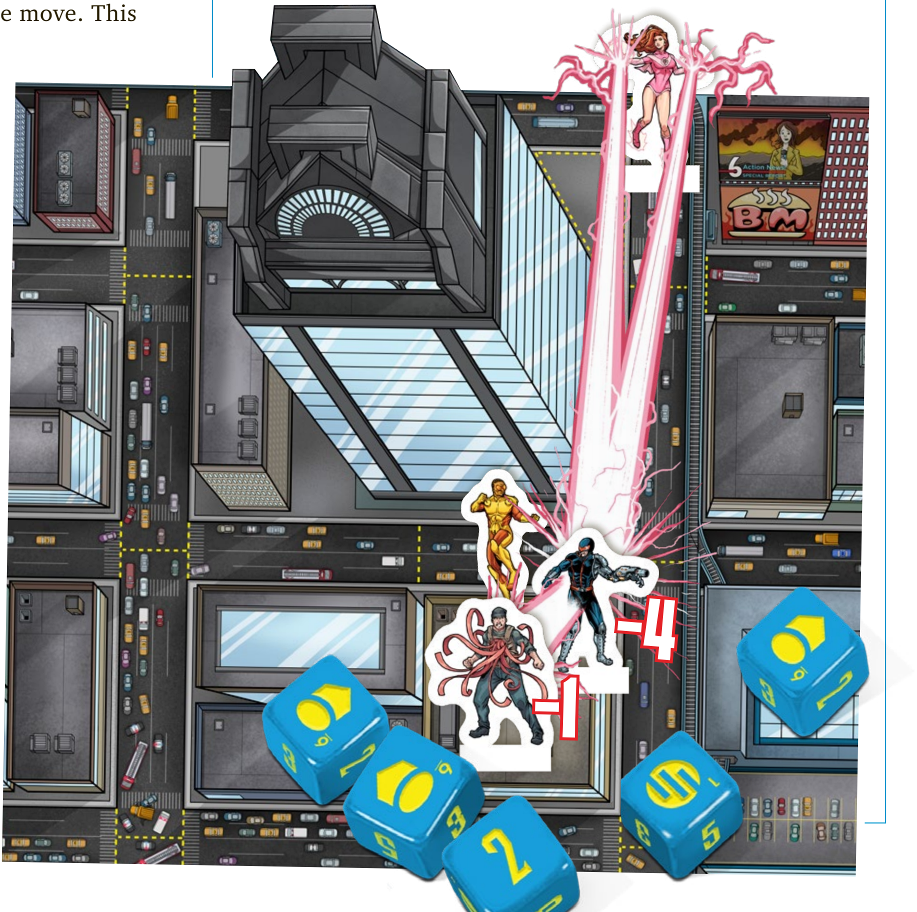
Dodging

If you are being shot at, you can try to dodge the attack. This is a quick action, and you roll for **AGILITY**. You can only dodge if you are aware of the attacker, and you must declare a dodge before the attacker rolls. Dodging turns the attack into an opposed roll (page xx) – for each ⬟ you roll when dodging, you eliminate one ⬟ rolled by the attacker. Remember that you cannot push an opposed roll as the defender.

❗ **Interruption:** Dodging is an interrupt action and occurs out of turn. It does require a quick action however – if you have no actions left in the round, you cannot dodge. If you fear you will be attacked later in a round, it might be wise to save a quick action for a possible dodge.

Dodge Move: If you roll more ⬟ than the attacker when dodging, you can make a dodge move. This simply means you can move one zone (or within one zone) for each ⬟ rolled more than the attacker.

Example: Shooting. *On her turn, Atom Eve targets Killcannon with a shooting attack using her **BLAST** power. She rolls five dice with her Extraordinary **AGILITY**. She rolls two ⬟ and no ◍, and decides to push the roll hoping to get more ⬟. She rolls one more as well as one ◍ (causing 1 stress). The first ⬟ means she hits and deals her **BLAST** Damage of 3 to Killcannon (which is reduced to 1 due to the villain's Armor). With her second ⬟, Atom Eve inflicts 3 more points of damage on Killcannon (for a total of 4), and with the final ⬟, she chooses the trick shot stunt to ricochet her energy bolt into Tether Tyrant to deal 3 points of damage to him (reduced to 1). She tags them both with the shot!*



Weapons

In combat, in slugfest and when shooting, you can use weapons. See the list on page xx and the list of vehicle powers on page xx. Note that a weapon that is core to a character's concept is handled using the **SIGNATURE GEAR** power and is not considered a normal weapon as per these rules.

INVINCIBLE?!
MY FIRST TIME ROBBING A BANK AND YOU SHOW UP?!
I STILL MAKE TIME FOR THE LITTLE PEOPLE.

Weapon Features

Weapons have the following attributes:

Bonus: A dice bonus to your **FIGHTING** or **AGILITY** roll when using the weapon.

Damage: The base Damage when using the weapon. In slugfest, this is used instead of your base Slugfest Damage.

Range: The range, in zones unless otherwise stated, at which the weapon can be used. A dash (–) means that the weapon can only be used in slugfest. For ranged weapons that allow shooting attacks, the minimum and maximum range are separated by a slash. 0 means the zone you are in.

Cost: Indicates how difficult the weapon is to obtain when using your Resources rating. Weapons marked with an R are restricted and cannot typically be purchased without Streetwise talent.

Special Features: Some weapons have special features, explained below:

- **Single Use:** The weapon can only be used once, and is then discarded.
- **Area Effect:** If you hit, everyone in the target zone takes base Damage. Any stunts must be distributed separately among your targets. Each target dodges individually, and must declare this before your roll. If you fail your attack, no one is hurt.
- **Full Auto:** Choose a number of targets to shoot at in the same zone. For each target beyond the first, you get –1 die. If you hit, apply the effects on your targets as for area effect above.
- **Sharp Damage:** The weapon inflicts sharp damage (page xx).
- **No Movement:** The shooter cannot move in the same round as firing the weapon.
- **Mounted:** The weapon is mounted on a vehicle or building and cannot be carried.

Ammunition

Except for single use weapons, you don't need to track ammunition for ranged weapons. Unless the adventure text or the GM states otherwise, you have enough ammo to cover your needs. Don't track the number of rounds left in your magazine either.

Weapons

Weapon	Bonus	Damage	Range	Cost	Special Features
Blunt melee weapon (nightstick, baseball bat)	+1	2	–	1	
Sharp melee weapon (knife, machete, katana)	+1	2	–	1	Sharp damage
Pepper Spray	+2	1	0/0	1	**STUN** effect, no damage
Taser	+1	2	0/0	2	**STUN** effect, no damage
Handgun	+1	2	0/1	2	Sharp damage
Shotgun	+2	2	0/1	3	
Submachine gun	+1	2	0/2	3R	Full auto, sharp damage
Hunting rifle	+1	3	1/8	3	Sharp damage
Assault rifle	+1	3	0/4	4R	Full auto, sharp damage
Sniper rifle	+2	3	1/10	4R	Sharp damage, no movement
Plasma rifle	+2	3	0/3	6R	Full auto
Hand grenade	–	3	0/1	2R	Single use, area effect
Smoke grenade	–	–	0/1	2	Blocks vision in target zone
Machinegun	+2	3	1/6	5R	Full auto, sharp damage, no movement
Rocket launcher	–	5	1/4	4R	Single use, area effect
Cruise missile	–	9	600 miles	7R	Area effect, mounted
Nuclear missile	–	12	6,000 miles	8R	Area effect, mounted

Damage

In action scenes, you run the risk of being injured. Everything from exhaustion to bleeding cuts and broken bones is summarized as damage. Track damage points on your character sheet.

Health: How much damage you can take before being broken is determined by your Health score. Your starting maximum Health equals the sum of your **FIGHTING**, **AGILITY**, and **STRENGTH** scores divided by two, rounding up to the closest whole number. It can be further modified by talents, drawbacks, and powers.

Armor

Damage can be reduced by armor, which can come from powers or gear (see the adjacent table). When you take damage from an external attack, the damage caused is simply reduced by the Armor rating. If no damage remains, you are unhurt by the attack. You can only benefit from one armor at a time.

Body Armor

Armor	Rating	Comment	Cost
Kevlar vest	1	Standard law enforcement agency gear	2
Riot gear	2	Heavy duty street defense gear, –2 dice on **INTUITION** rolls	3R
Archaic armor	2	Historical chainmail or plate, –2 dice on **AGILITY** and **INTUITION** rolls	3

Broken

If you drop to zero Health, you are broken. Immediately roll for a critical injury on the table on page xx. Roll a D6 and add the number of damage points you suffered in excess of what was needed to make you broken, if any. Whatever critical injury you suffer, while broken you are out of action, unable to move, roll for any attributes, or use any powers.

Damage While Broken: You don't track negative Health, but if you suffer additional damage while broken, even a single point, you automatically suffer another critical injury. Add the number of damage points suffered directly to the D6 roll.

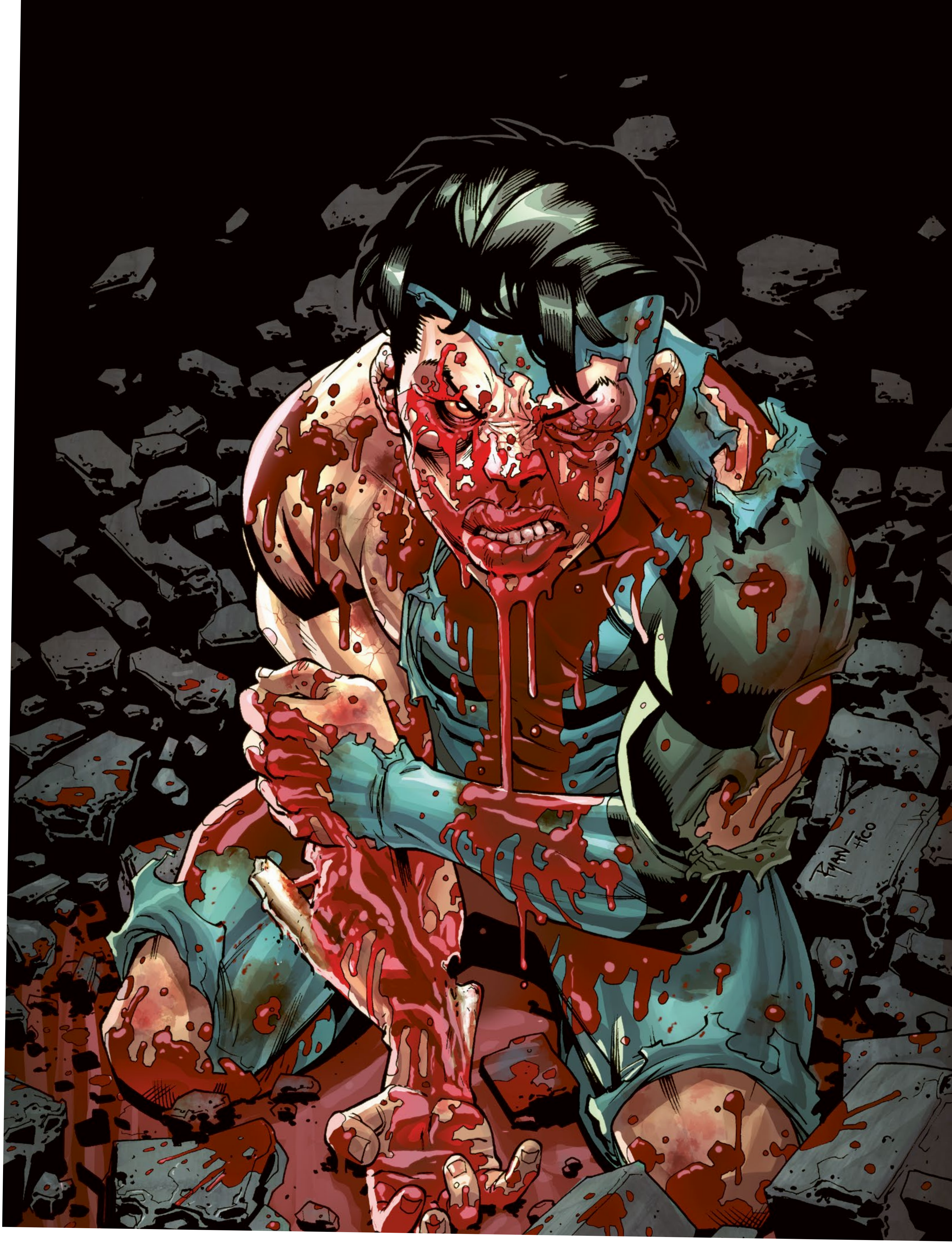
Multiple Crits: If you have a critical injury and suffer another, roll for it normally, but add +1 to the result for each previous crit you already have. Also, if you suffer any result equal to or lower than the (worst) crit you already have it is automatically replaced by a crit one step worse. For example, if you are battered (6) and roll a 3 (increased to 4) for a new crit, it is shifted up to a crushed arm (7). Modifiers to the same attributes from different crits are not cumulative – only the worst modifier counts.

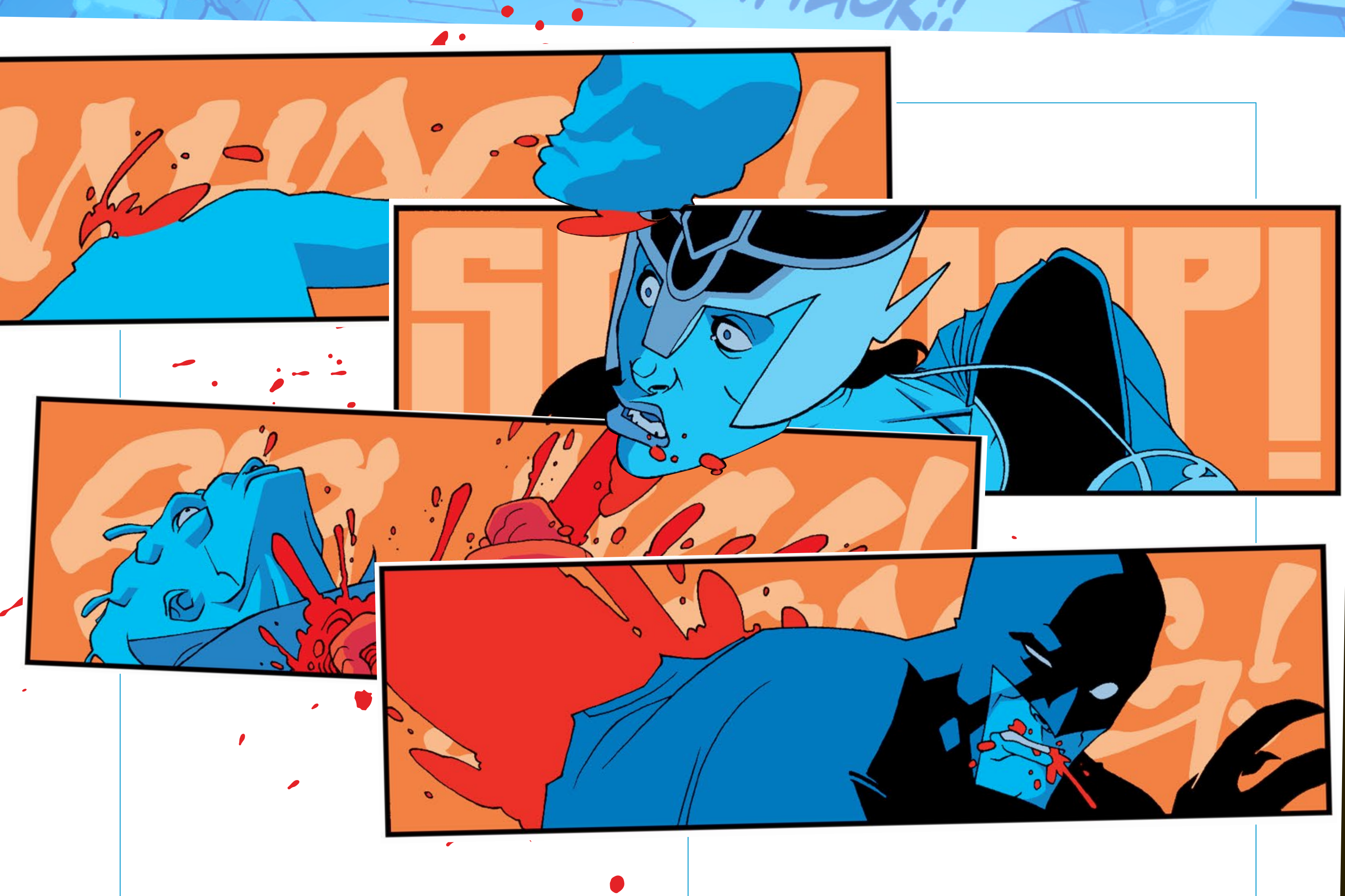
Sharp Damage

Some weapons and powers can inflict sharp damage. This allows the attacker to use an extra ⬟ to trigger the deadly hit stunt in slugfest and shooting, causing a critical injury even if the target is not broken. Simply roll a D6 and add the amount of damage inflicted by the attack, up to a maximum of +6, and check the result on the critical injury table.

Critical Injuries

Roll	Injury	Healing Time
1	**Torn suit!** You're okay, but your suit is torn to shreds. You'll have to get it repaired.	–
2	**Bruised!** You're hurt and get –2 dice to all **FIGHTING**, **AGILITY**, and **STRENGTH** rolls until healed.	A few hours
3	**Bloodied!** Your face is a bloody mess and you're bleeding all over yourself. You get –2 dice to all **REASON**, **INTUITION**, and **PRESENCE** rolls until healed.	A few hours
4	**Beaten up!** You're beaten up badly with several broken ribs, and get –2 dice to all **FIGHTING**, **AGILITY**, and **STRENGTH** rolls until healed.	A few days
5	**Concussed!** You've suffered a severe blow to the head, giving you –2 dice to all **REASON**, **INTUITION**, and **PRESENCE** rolls until healed.	A few days
6	**Battered!** Your body is badly mauled with many broken bones. You get –2 dice to all **FIGHTING**, **AGILITY**, and **STRENGTH** rolls until healed.	A few weeks
7	**Crushed arm!** Your arm is broken or completely mangled. You can't use the arm and you get a –2 dice to all **FIGHTING**, **AGILITY**, and **STRENGTH** rolls until healed.	A few weeks
8	**Crushed leg!** Your leg is broken or completely mangled. Until healed, ground movement becomes a full action and you get –1 die to **FIGHTING**, **AGILITY**, and **STRENGTH** rolls.	A few weeks
9	**Cracked skull!** You're knocked out and remain unconscious for a few days. After that, you get –2 dice to **REASON**, **INTUITION**, and **PRESENCE** rolls until healed.	A few weeks
10	**Crushed!** Your body is beaten to a bloody pulp, every bone in your body broken. You will die unless someone stabilizes you (page 21) within a few hours. If you survive, you're immobilized for a few weeks and then get –2 dice to **FIGHTING**, **AGILITY**, and **STRENGTH** rolls until healed.	A few months
11	**Skewered!** The damage impales your body. You will die unless someone stabilizes you (page 21) within a few minutes. If you survive, you remain in a coma for a few weeks and then get –2 dice to all attribute rolls until healed.	A few months
12	**Head crushed!** Your head bursts like a ripe melon, blood and brains gushing out. You're dead.	–
13+	**Torn apart!** Your body is completely ripped apart, guts and gore flying everywhere. This is the end for you.	–


RYAN +CO



Rallying

When you are broken, as long as you haven't suffered a cracked skull or worse critical injury (9+), you can try to get up again on your turn in the round. This is called rallying and is a full action requiring a successful **PRESENCE** roll. If this succeeds, you get back 1 point of Health per ⛊ rolled. Your critical injury remains however, which increases the risk of more severe critical injuries.

Note that you can only get Health back by rallying when you are broken. For recovery of Health when not broken, see page xx.

Help From Others: Another hero or NPC who can communicate with you (including via communicators or powers) can try to motivate you to get you back on your feet as well, with a successful **PRESENCE** roll as per above.

Graphic Injuries

Some of the critical injuries are gruesome, reflecting the graphic way damage is depicted in the Invincible comics. For a more family-friendly game, we recommend capping the table at the #9 result, i.e. treating all rolls of 9 or higher as the cracked skull injury.

Stabilizing

Some critical injuries require you to be stabilized within a certain time limit, or you will die. Stabilizing a critical injury requires advanced medical gear and a successful **REASON** roll. Only one attempt is allowed. Certain powers can also stabilize lethal crits.

Broken NPCs

When an NPC is broken by damage, you don't need to roll up a critical injury unless you want to. Instead, the GM can simply state that the NPCs is knocked out or even killed, depending on the circumstances. For major NPCs, critical injuries should be rolled up just like for heroes.

Recovering Health

You cannot recover Health during an action scene except by using powers like **HEALING** and **REGENERATION**. After an action scene, you automatically recover a number of Health points equal to your **STRENGTH** rating after a few minutes. After a few hours of rest, all lost Health is restored. See the table on page xx.

Note that recovering all your Health points doesn't mean that your critical injuries are gone – those take a longer time to heal.

Healing Critical Injuries

Each critical injury has a specific effect that you suffer during the healing time indicated, which is measured in days, weeks, or even months. Note that you can recover all your lost Health, but still suffer the effects of a critical injury.

Action Banter

Wisecracks and witty banter are staples of superhero stories, where a character's words can be so frustrating that their impact is often felt more than their punches. As a quick action, you can banter with an opponent to reduce their Resolve.

Make an opposed roll for **PRESENCE** against an opponent in the same zone. For each ⬢ you rolled more than the target, they take 1 point of stress. Action banter typically doesn't work against huge creatures (page xx). A single character can only be targeted by action banter once per round

Damaging Machines

Machines and vehicles have a Durability rating that represents how much damage they can take before they are broken. When the Durability reaches zero, the machine is unusable.

Repairs: Damaged machines can be repaired if the GM allows. It takes at least a few hours of work and a successful **REASON** roll. Tools give bonus dice to the roll, and in some cases might even be needed to attempt the repair at all. If the roll is successful, the Durability recovers by 1 point for every ⬢ rolled, up to the machine's starting level. If the roll fails, the machine's Durability is permanently decreased to its current level. If the machine has been reduced to zero and the attempt to repair it fails, it is destroyed.

Handling Death

The death of a hero can be traumatic, but try not to see it as a failure. Instead, consider it a dramatic peak in your story, a moment to remember, and then get back into the action as soon as possible. In standalone adventures like the one included in the Starter Set for Invincible – Superhero Roleplaying, the GM will generally have another hero or NPC ready for you to play.

Example: Damage & Recovery. *Later in the battle, Atom Eve is in trouble and gets hit by Killcannon's arm laser. The attack inflicts a whopping 10 points of damage, but Atom Eve had a* ***BARRIER*** *up to grant her Armor 3, so she suffers 7 points of damage. The bad news – she only had 3 Health remaining, so she is broken. She rolls a D6 and adds 4 (the damage in excess of what was needed to make her broken) on the critical injury table. Luckily, she rolls a 1 meaning she suffers the concussed result. She gets –2 dice to all* ***REASON****,* ***INTUITION****, and* ***PRESENCE*** *rolls until she is healed, which will take a few days if she can make it out of this fight.*

Recovery

Time Span	Health	Resolve
Action round	No	**PRESENCE** roll (1 per ⬢)
A few minutes	**STRENGTH** rating	**PRESENCE** rating (social scene)
A few hours	All (rest)	All (social scene)

Stress

In action scenes, your mental fortitude is tested as much as your physical mettle. Everything from mental exhaustion to waning willpower to metaphysical anguish is summarized as stress. You can take stress by pushing rolls, using powers, and being exposed to stressful situations or certain power effects. Track stress points on your character sheet.

Resolve: How much stress you can take is determined by your Resolve score. Your starting Resolve score is equal to the sum of your **REASON**, **INTUITION**, and **PRESENCE** scores divided by two, rounding up to the closest whole number. It can be further modified by talents, drawbacks, and powers.

Stressed Out

As opposed to Health, you are not broken when you drop to zero Resolve, instead you are stressed out. You can continue to act normally, but you are unable to push rolls (page xx), and you cannot voluntarily take stress to increase the effects of your powers (page xx). NPCs will often (but not always) give up or flee when they lose all Resolve. You don't track negative Resolve. Additional stress suffered while already stressed out has no additional effect.

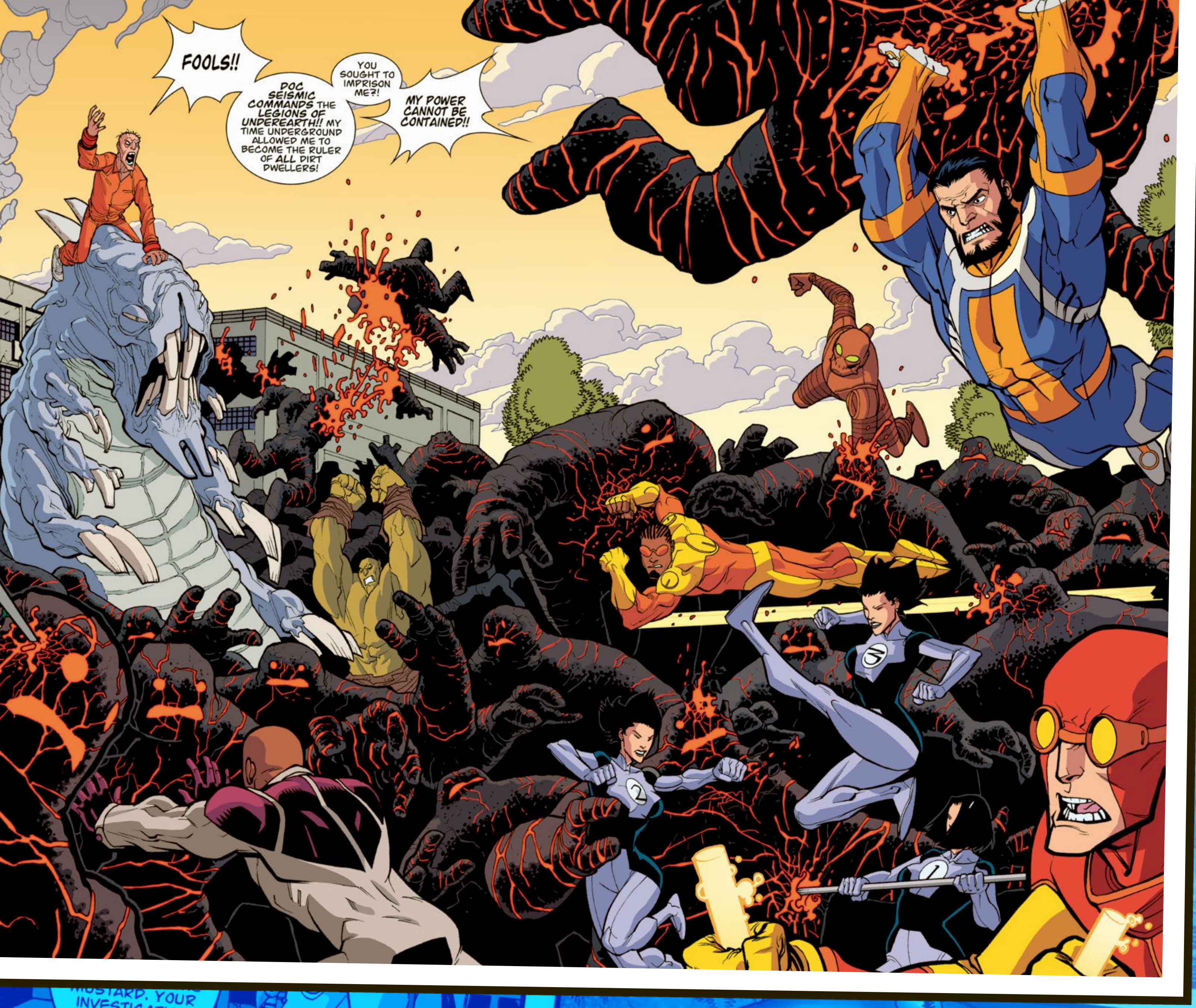
Recovering Resolve

As opposed to Health, you can attempt to recover Resolve during an action scene. This requires a **PRESENCE** roll by you or another character or NPC who can communicate with you (full action). If it succeeds, you regain a number of Resolve points equal to the number of ⬢ rolled.

Social Scene: After the action scene, you need to take part in a social scene (page xx), typically with one of your key relationships or someone suggested by the adventure, to recover additional Resolve. A brief scene (lasting at least a few minutes) allows you to restore a number of Resolve points equal to your **PRESENCE** rating. If your social scene is combined with a break from the action for a few hours or more, you recover all lost Resolve.

You can read more about social scenes and how to play them on page xx – social scenes are a key part of the game and a great way to explore and develop your hero's personality and motivations.

Example: Stress. *Meanwhile, Bulletproof has taken 5 stress throughout the fight by pushing rolls and from Killcannon's action banter. He still has 1 of his total Resolve of 6 remaining, but he wants to recover some of it. He uses his full action and rolls 4 dice with his Great* ***PRESENCE****. He gets two ⬢ to recover 2 points, giving him a total of 3 Resolve to help him put an end to the battle and apprehend Tether Tyrant and Killcannon!*


FOOLS!!
YOU SOUGHT TO IMPRISON ME?!
DOC SEISMIC COMMANDS THE LEGIONS OF UNDEREARTH!! MY TIME UNDERGROUND ALLOWED ME TO BECOME THE RULER OF ALL DIRT DWELLERS!
MY POWER CANNOT BE CONTAINED!!

Minions

Some NPCs can be designated as minions by the GM or an adventure text. Minions are groups of generic characters with identical stats, such as guards or Flaxan troops. A group of minions has game stats like other NPCs, but is managed as a single entity. The following rules apply:

- **Movement:** A group of minions moves as a single character. This means that all members of a group of minions need to stay in the same zone.
- **Attacks:** When a group of minions attacks, each (remaining) minion in the group may make one individual attack, but the GM is strongly recommended to let minions attack together using the helping rule on page xx – add +1 die for each minion helping another minion attack. For minions only, the normal helping bonus limit of +3 is increased to +9, allowing up to ten minions to attack together.
- **Damage:** A group of minions has 1 point of Health for each individual minion in the group. Each point of damage against a group of minions means one minion is knocked out or killed (GM's choice). Don't roll for critical injuries against minions.
- **Stress:** A group of minions has a single Resolve score, typically only used for pushing rolls.
- **Lots of Minions:** Very large numbers of minions may be divided into several groups, instead of just one.

Challenges

Superheroes are called to assist with dangers that threaten the world beyond going toe-to-toe with supervillains in combat, such as fighting apartment building fires, dismantling doomsday devices, cleaning up chemical spills, getting past automated security measures, or stopping runaway trains. Situations that provide non-combat difficulties for heroes to overcome that take more than a single roll to solve are called challenges.

Running Challenges

How difficult a challenge is to deal with is measured by its Challenge rating and a time limit. Relatively simple problems have a Challenge rating about equal to the time limit, a serious challenge has a rating around twice the time limit, and a major crisis has a Challenge rating three times the time limit or more.

Objectives

Each challenge lists one or more objectives – specific goals or problems that arise due to the challenge. Handling an objective always requires a dice roll, even when using a power (page xx). The objectives give you a cue to help you determine what kind of actions you might take to resolve the situation. You can also propose your own solutions and suggest appropriate rolls. The GM has final say but should support creative thinking and give the players some leeway.

Overcoming Challenges

For each ⛊ you roll when handling an objective, the challenge loses 1 point from its Challenge rating. As the heroes take actions to reduce the Challenge rating, narrate the results, highlighting both how their actions are improving the situation and how the danger remains imminent. If the Challenge rating reaches 0 before the time limit expires, the challenge is considered dealt with and over. If not, you fail the challenge.

Burning Building

The building is engulfed in flames!

Challenge Rating: 6 **Time Limit:** Special

The building is covered in Intensity 8 fire. In addition to its normal effects, the fire wrecks the zone and kills any civilian bystanders present. Also, it automatically spreads to one adjacent zone at the start of each round until extinguished. Once the Challenge rating is met, the fire is extinguished no matter how far it has spread. Suggested objectives:

- **Fight Flames.** Heroes can put out the flames with an accessible water source – moving it directly by rolling for **REASON** when using **WATER CONTROL** or **TELEKINESIS**, transporting it quickly back and forth with a movement power by rolling for **AGILITY**, or collecting water in something large and dumping it with **STRENGTH**. They might also blast the flames with high winds by rolling **WEATHER CONTROL**, clapping their hands together with **STRENGTH**, or rolling for **AGILITY** to use **FLIGHT** or **SUPER-SPEED** to create a cyclone. Heroes with the **TRANSFORMATION** power could also roll for **REASON** to convert the flames into something harmless.

Complex Investigation

The truth is out there!

Challenge Rating: 4 **Time Limit:** 2 days

The heroes need answers that require digging deeper. Heroes can typically roll to handle an objective once per day. If the challenge is not overcome in two days, the heroes don't discover the information they sought and must find an alternate path forward. Suggested objectives:

- **Gather Information:** Heroes can influence or coerce their contacts or work the streets to find out what they can by rolling for **PRESENCE**. They can also track down clues, perform reconnaissance on persons or places of interest, or use **TELEPATHY** to glean hidden secrets by rolling for **INTUITION**.
- **Research and Analyze:** Heroes can spend time searching for relevant information in a restricted-access mainframe, the secret occult archives in the library basement, or in a crime scene investigation laboratory by rolling for **REASON**.

LOOK AT WHAT THE CAT DRAGGED IN.
YOU KNOW... THE BOSS THREW US ON THIS FOR A REASON. YOU'RE JUST NOT CUTTING THE MUSTARD. YOUR INVESTIGATION IS TAKING TOO LONG.

Doomsday Device

The timer is counting down – it's going to blow!

Challenge Rating: 6 **Time Limit:** 3 rounds

A dangerous device is clicking, whirring, clanging, or sputtering to some terrible end. If the challenge is not overcome in three rounds, a Blast 10 explosion is triggered. Suggested objectives for this challenge are provided below:

- **Smash the Mechanism:** Heroes can destroy the mechanism that would trigger the explosion inside the device by ripping it apart (**STRENGTH** roll, requiring **STRENGTH** 5 or higher).
- **Override the System:** Heroes can bypass the system to try to shut down the device by rolling **REASON**.
- **Short Out the Console:** Heroes can overload the console to short it out by using a relevant power like **BLAST** (roll for **AGILITY**) or **MATTER CONTROL** (roll for **REASON**).

Extreme Weather

The forecast calls for impending death!

Challenge Rating: 8**Time Limit:** 4 rounds

Severe weather – a hurricane, tornado, tsunami, or the like – threatens a region, with the worst effects focused on a particular zone and all of its adjacent zones. The weather automatically wrecks the affected zones. Bystanders present in the zones are stranded and will be killed if the challenge is not overcome within four rounds. Suggested objectives:

- **Tame the Weather:** Heroes can diminish the weather directly with **WEATHER CONTROL** or – depending on the type of weather, **COLD CONTROL, FIRE CONTROL,** or **WATER CONTROL** – by rolling for REASON.
- **Produce Shelter:** Heroes can improvise protective shelter for people caught in the weather by rolling for **STRENGTH** or for **REASON** with **MATTER CONTROL, TRANSFORMATION**, or **TELEKINESIS**.
- **Rescue Bystanders:** Heroes can get bystanders out of the area with a movement power, vehicle, or powers that can move others like **TELEKINESIS** or **MATTER CONTROL** by rolling for **AGILITY**.

Hostage Negotiation

The lives of the hostages hang in the balance!

Challenge Rating: 3 **Time Limit:** 3 rounds

A hostile party holds hostages and makes demands. If the challenge is not overcome within three rounds, the hostages are killed. If the heroes decide to attack before the time limit expires and the hostile party is not surprised (page xx), any remaining hostages are also killed immediately.

- **Free Hostages:** Heroes can attempt to free hostages before the hostile party can harm them with a movement power, with powers that can move others like **TELEKINESIS**, or by covertly removing them from the situation by rolling for **AGILITY**. If the heroes take this approach and the challenge is not overcome within the round they initiate the attempt, the hostile party reacts, and any remaining hostages are killed at the end of the round.
- **Navigate Demands:** Heroes can attempt to talk the hostile party down, make a deal, make them believe their demands will be met, or use powers like **EMPATHY** or **MIND CONTROL** to convince them to release the hostages by rolling **PRESENCE**.

Magical Ward

The spell must be broken!

Challenge Rating: 9 **Time Limit:** 3 rounds

A powerful magical defense protects a location or object. Once a hero enters the ward's zone, and at the start of each following round, the ward retaliates with volatile magical energy, targeting any targets in the zone with a Massive **BLAST** (Astounding **AGILITY** 8, Damage 5, Range 0, Burst Effect). If the challenge is not overcome within three rounds, the ward magically resets its Challenge rating to 8. Subsequent attempts to overcome the challenge get a cumulative –2 dice to all rolls unless the ward lies undisturbed for a few hours.

- **Dispel Magic:** Heroes can attempt to directly dispel the ward's magic by rolling **PRESENCE** with **NULLIFICATION** or **SORCERY**.
- **Break the Seal:** Heroes can break the magical seal by shattering it (**STRENGTH** roll, requiring **STRENGTH** 7 or higher). Heroes can also attempt to destroy the seal by using a relevant power like **BLAST** (roll for **AGILITY**) or **FIRE CONTROL, MATTER CONTROL,** or **TRANSFORMATION** (roll for **REASON**).

Runaway Train

The track is broken, and the train can't stop!

Challenge Rating: 4 **Time Limit:** 3 rounds

The train will hit the broken tracks in three rounds. When it reaches the gap, it crashes horribly, killing many of the passengers, with the rest sustaining critical injuries. Suggested objectives:

- **Slow the Train:** Heroes can try to directly slow down the train by rolling for **STRENGTH** or for **REASON** to place impediments on the tracks using powers such as **BARRIER, MATTER CONTROL, SNARE,** or **TRANSFORMATION.**
- **Evacuate Passengers.** Heroes can get passengers off the train by rolling for **AGILITY** when using a movement power, **STRENGTH** to pick up and carry people, or **REASON** when using powers that can move others like **TELEKINESIS** or **MATTER CONTROL.**
- **Restore Systems Access.** Heroes might try to repair the train's acceleration or braking systems to enable it to slow down or stop by rolling **REASON** to identify the problem and either getting to the engine room or otherwise communicating with the train's operators to give them guidance.

Toxic Accident

The people in the area won't stand a chance!

Challenge Rating: 10 **Time Limit:** 5 rounds

A terrible accident leaves an area contaminated with dangerous chemicals, gas, or radiation. The toxic hazard covers 5 zones. Heroes exposed to the toxin without protection (such as a special suit or the **LIFE SUPPORT** power), must succeed on a **STRENGTH** roll at the beginning of their turn or lose their full action for the round. Bystanders present in the zones are exposed and will die if the challenge is not overcome within five rounds. Suggested objectives:

- **Neutralize the Toxin:** Heroes can attempt to reduce the hazard's effects directly by rolling for **REASON** with **MATTER CONTROL, NULLIFICATION**, or powers specific to the toxin's type like **ELECTRICITY CONTROL** or **PLANT CONTROL.** Heroes with the **TRANSFORMATION** power could also roll for **REASON** to convert the toxin into something harmless.
- **Create Containment:** Heroes can contain the toxin by rolling for **STRENGTH** to construct physical containment or for **REASON** with **BARRIER, MATTER CONTROL, TRANSFORMATION,** or **TELEKINESIS.**
- **Rescue Bystanders:** Heroes can get bystanders out of the area with a movement power, vehicle, or powers that can move others like **TELEKINESIS** or **MATTER CONTROL** by rolling for **AGILITY.**

THIRD FLOOR'S CLEAR.
YEAH-- I THINK THAT'S IT.

DID YOU SEE THAT?!
YEAH! WHAT THE HELL WAS THAT THING?!

Other Hazards

The life of a superhero is dangerous – some additional ways to get into trouble are described below.

Disease

When exposed to a dangerous contagion, poison, or infection, you need to roll for **STRENGTH** to avoid falling sick. This is a passive roll, and cannot be pushed. The GM may even roll for you in secret.

Virulence: Diseases and poisons have a virulence rating, which is a negative modifier to your **STRENGTH** roll. If the virulence is not listed, it is zero.

Effects: Diseases can have a wide range of effects, as noted in their description. A common effect is to make you fatigued (page xx), triggering further **STRENGTH** rolls modified for virulence at regular intervals (typically once every few hours), with the normal effects of fatigue if you fail. Once you succeed, your immune system has beaten the disease, and you can start to recover.

Medical Aid: If someone cares for you while you are sick, they can roll for **REASON** to fight off the disease, replacing your **STRENGTH** rolls. Medical gear and medicine can give bonuses to this.

Explosions

Some powers or weapons (page xx) have an explosive effect. You use these with a normal shooting attack, but if you hit, everyone in the target zone takes base Damage. Any stunts must be distributed separately among your targets. Each target dodges individually, and must declare this before your roll. If you fail your attack, no one is hurt.

Placed Explosives: Detonations caused by anything that's not a shooting attack have a Blast rating and a base Damage. The Damage is equal to half the Blast rating (rounding up). When the explosion occurs, roll a number of dice equal to the Blast. If one or more ⛊ are rolled, everyone in the zone suffers the base Damage.

Placed Explosions

Blast	Damage
4	2
6	3
8	4
10	5

The blast roll cannot be pushed. The attack can be dodged normally and damage from an explosion may be reduced by Armor.

If additional ⛊ are rolled beyond the first, they are distributed randomly among the potential targets, and never more than one ⛊ for the same target. For each target who gets an extra ⛊, the damage is doubled (before applying Armor).

Fire

A fire usually covers one zone and is measured by its Intensity. A typical fire has Intensity 6–9. When entering a burning zone, or starting a round in one, roll a number of dice equal to the Intensity. For every ⛊ rolled, you suffer 2 points of damage. Armor has its normal effect.

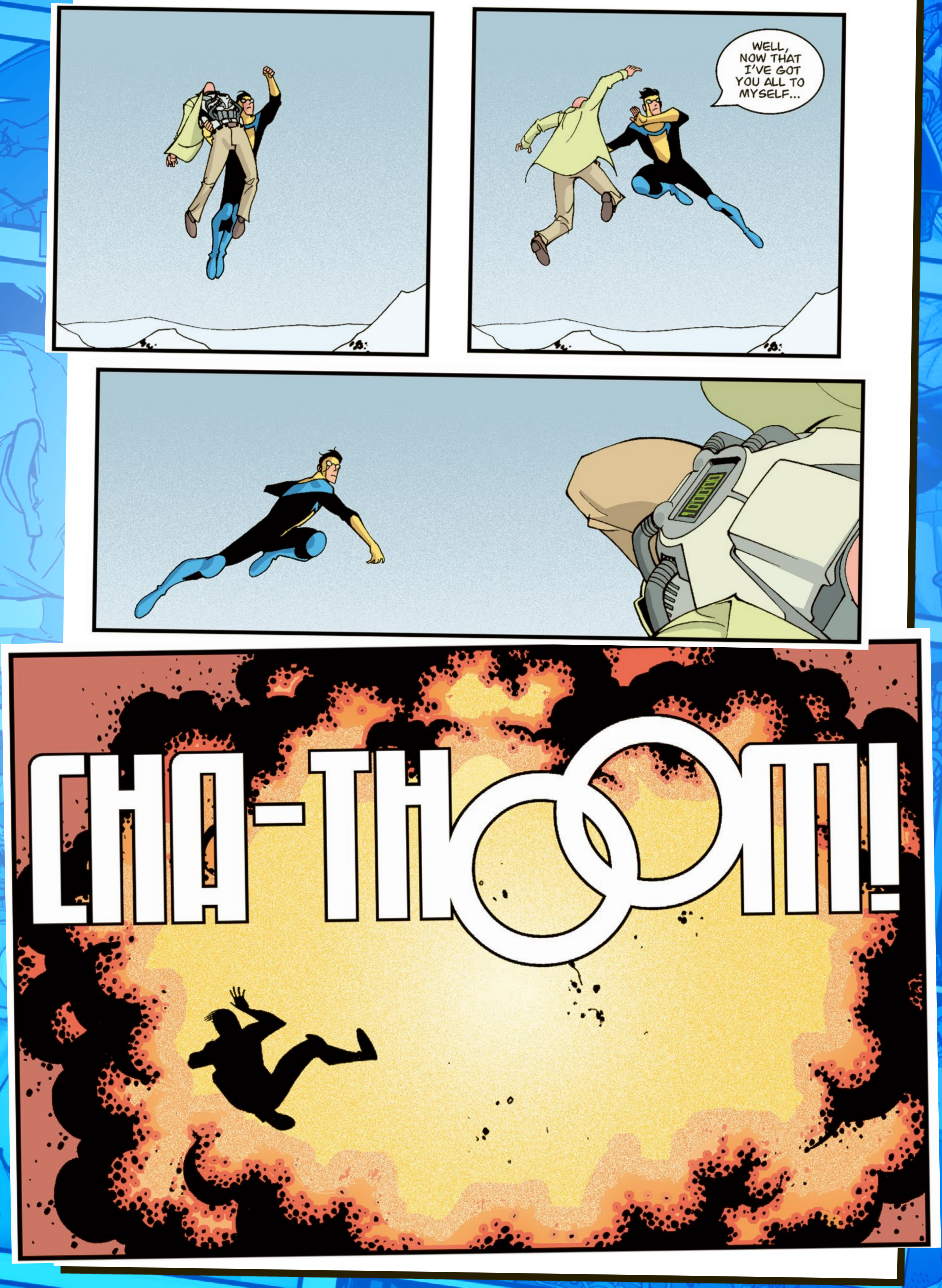
00:00:13
Y'KNOW, YOU REALLY RUINED MY AFTERNOON.

Catching Fire: If you take damage from a fire attack, you catch fire and continue to burn, suffering another fire attack at the start of each new round even if you leave the burning zone. As soon as a fire attack outside the burning zone inflicts no damage, you're no longer on fire. You, or an ally in the same zone, can stop you from burning with a successful **AGILITY** roll (full action).

Fire Spreading: For a typical fire, roll a D6 at the start of each round. On 1–2, the fire goes out and the zone is no longer considered burning. On a 5–6, the fire spreads to a random adjacent zone (with the same Intensity), assuming the zone border is not blocked and there is something in the adjacent zone that can burn. Extinguishing a fire is typically a challenge (page xx).

Vacuum

If you get caught in space without the protection of a space suit, hull of a ship, or protective superpowers such as **ADAPTATION** and **LIFE SUPPORT**, you won't last long. You must make a **STRENGTH** roll (no action) on each turn without protection in a vacuum. The roll is unmodified in the first round, but you suffer a –1 modifier for the second round. In the third round you get –2 dice, and so on. A failed roll means you drop directly to zero Health and are broken and die on your next turn, unless you are brought to a pressurized area before then. You don't suffer a critical injury.


WELL, NOW THAT I'VE GOT YOU ALL TO MYSELF...
CHA-THOOM!

WING JET.
BELVEDERE, CONTACT THE AUTHORITIES. I LEFT A COUPLE PERPS ON THE BURNS TOWER. I'VE BEEN CALLED AWAY.
WOOSH!!

Vehicles

A wide range of vehicles, ground, water, and aerial varieties, can be used by the heroes or their opponents. Some common vehicles are presented in the adjacent table. Heroes with a Resources rating of 5 or higher can be assumed to have access to a civilian personal vehicle like a car or a motorcycle, and other vehicles can be purchased separately (page xx). Note that a vehicle that is core to a character's concept – such as Space Racer's hoverbike – is handled using the **SIGNATURE GEAR** power (page xx) and does not use these rules at all.

Team Vehicle: A team can share a vehicle depending on the campaign framework you are playing. For more details on team vehicles, see chapter 7.

Handling a vehicle under normal circumstances requires no dice rolls, but more advanced maneuvers require **AGILITY** rolls. Entering or mounting a vehicle is a quick action.

Vehicle Attributes

Passengers: The number of people that can ride in the vehicle, excluding the driver or pilot.

Maneuverability: The modifier you get to **AGILITY** rolls when performing challenging maneuvers. Small, agile vehicles usually have higher bonuses than larger, heavier ones.

Speed: The speed of the vehicle, in number of zones per quick action.

Durability: The Durability rating of the vehicle – how much damage the vehicle can take before becoming wrecked.

Armor: The Armor rating of the vehicle.

Cost: Indicates how difficult the vehicle is to obtain when using your Resources rating. Vehicles marked with an R are restricted and cannot typically be purchased without Streetwise talent.

Vehicles

Vehicle	Type	Passengers	Maneuverability	Speed	Durability	Armor	Cost
Horse	Ground	1	– *	2	4	–	3
Car	Ground	4	+1	2	8	1	4
Truck	Ground	3	–	2	14	1	5
Van	Ground	7	–	2	10	1	5
Sport Utility Vehicle	Ground	5	–	2	12	1	5
Military Utility Vehicle	Ground	6	–	2	16	2	5R
Motorcycle	Ground	1	+2	3	5	–	3
Armored carrier	Ground	8	–	2	16	4	6R
Battle tank	Ground	–	–	2	20	6	7R
Rowboat	Water	4	+1	1	5	–	–
Motorboat, small	Water	7	+2	2	6	1	4
Helicopter	Aerial	5	+3	3	10	1	6
Light airplane	Aerial	3	+1	3	8	1	6
Jetliner	Aerial	160+	–	4	16	1	7
Fighter jet	Aerial	1	+2	6	14	2	7R
Hoverjet, small	Aerial	5	+4	4	12	1	6
Hoverjet, large	Aerial	12	+3	3	20	2	7
Space shuttle	Space	16	+2	6	16	1	8
Starfighter	Space	1	+4	8	14	1	8
Space transport	Space	24	+2	7	20	2	8
Capital starship	Space	1,000+	–	6	30	4	9

* When riding a mount, use the creature's **AGILITY** score instead of your own. A typical horse has **AGILITY** 4.

Vehicle Weapons

Weapon	Bonus	Damage	Range	Cost	Special Features
Autocannon	+2	4	1/10	5R	Full auto, sharp damage
Tank cannon	+1	6	1/20	6R	Area effect
Plasma cannon	+2	7	1/8	7R	
Flamethrower	+1	2	0/1	4R	Area effect, triggers Intensity 9 fire
Tactical missile launcher	+2	7	1/30	6R	Ground targets only, area effect
Air-to-air missile launcher	+2	6	1/100	6R	Aerial targets only
Ship laser	+1	8	100,000 miles	7R	Space targets only, full auto
Turbolaser battery	+2	9	300,000 miles	8R	Space targets only, full auto
Energy torpedo	+1	10	1,000,000 miles	8R	Space targets only

Vehicles in Combat

Handling a vehicle is a quick action, and it will move you a number of zones up to the Speed rating of your vehicle. Note that you can perform this action twice in the same round, just like when moving without a vehicle.

Vehicle Weapons: Some vehicles are fitted with weaponry that can be fired by the crew, driver, or pilot. You'll find a list of vehicle weapons on page xx.

Ramming: Using a vehicle to ram into an opponent counts as a slugfest attack, but roll for AGILITY instead of FIGHTING. Don't forget the vehicle's Maneuverability. The Damage rating of such an attack equals your vehicle's Durability divided by two, rounded up.

Damage to Vehicles

Vehicles suffer damage just like people. Most vehicles have an Armor rating. When a vehicle has suffered damage equal to or in excess of its Durability, it is wrecked. This means that the vehicle is inoperable – you'll need to find another ride.

Component Damage

D6	Damage
1	**Pilot hit:** The pilot or driver is hit and suffers damage equal to the damage inflicted on the vehicle (after reduction for Armor).
2	**Passenger hit:** A random passenger is hit and suffers damage equal to the damage inflicted on the vehicle (after reduction for Armor). Re-roll if no passengers are present.
3	**Severe spin:** The attack rocks the vehicle. The operator must make an immediate **AGILITY** roll (not an action) – failure means the vehicle is wrecked.
4	**Weapon disabled:** A random weapon mounted on the vehicle is disabled. Re-roll if no weapons are present.
5	**Engine disabled:** The engine is disabled, and the vehicle can't continue. An aerial vehicle can make a controlled landing.
6	**Fuel explosion:** The vehicle explodes in a ball of flame. All people inside it take damage equal to the damage inflicted on the vehicle (after reduction for Armor) and are immediately exposed to Intensity 9 fire. The vehicle is destroyed beyond repair.

Component Damage: Vehicles don't suffer critical injuries when wrecked. Instead, if they take damage equal to or higher than half their Durability (round up) in a single hit, they suffer component damage. Roll D6 on the adjacent table. This means a vehicle can suffer component damage once without being wrecked, but a second component damage will always wreck a vehicle.

Ramming Vehicles: You can use your vehicle to ram another vehicle, as long as the maximum Durability of your vehicle is equal to or higher than the maximum Durability of the target. Roll for the attack like you would if you were ramming a person. The passengers in the target vehicle are only hurt if it is wrecked, in which case they suffer the same amount of damage as the vehicle (after reduction for Armor).

Aircraft & Spacecraft

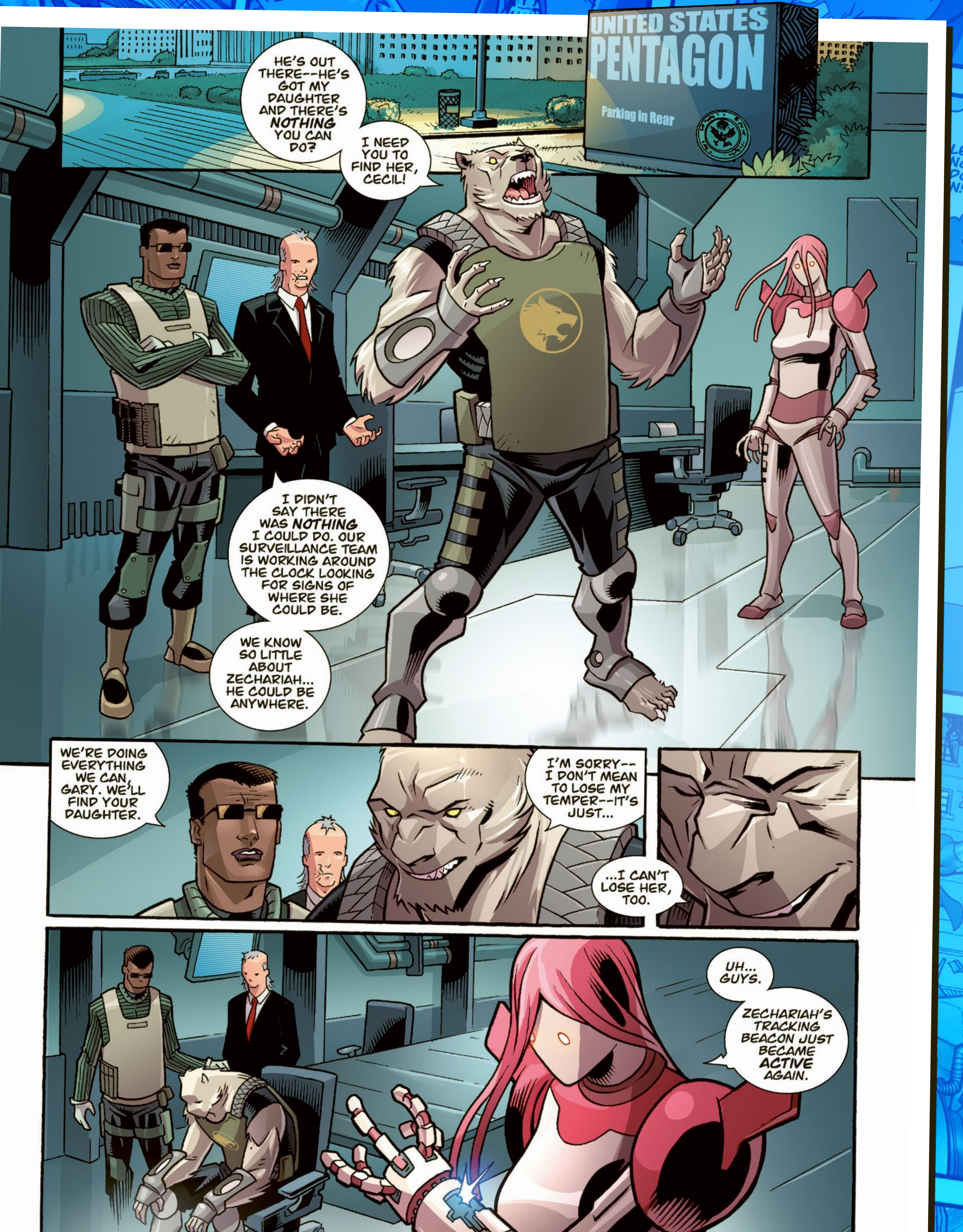
Aircraft are capable of aerial movement (page xx). They cannot move on the ground, nor into orbit, unless otherwise stated. Spacecraft can move into orbit, and farther into deep space.

Crashes: If an aircraft (or a spacecraft inside the atmosphere) is wrecked, it crashes violently to the ground. The vehicle and everyone inside suffers falling damage (page xx).

Repairing Vehicles

Repairing damage to a vehicle requires a REASON roll and takes at least a few hours. Each ⛊ restores 1 point of damage to the vehicle's Durability. If the vehicle was wrecked, it is no longer considered wrecked once it has regained at least 1 point of its Durability.

Component Damage: If the engine or a mounted weapon has been disabled, repairing it requires a separate REASON roll and a few hours of work.


UNITED STATES PENTAGON
Parking in Rear
HE'S OUT THERE--HE'S GOT MY DAUGHTER AND THERE'S *NOTHING* YOU CAN DO?
I NEED YOU TO FIND HER, CECIL!
I DIDN'T SAY THERE WAS *NOTHING* I COULD DO. OUR SURVEILLANCE TEAM IS WORKING AROUND THE CLOCK LOOKING FOR SIGNS OF WHERE SHE COULD BE.
WE KNOW SO LITTLE ABOUT ZECHARIAH... HE COULD BE ANYWHERE.
WE'RE DOING EVERYTHING WE CAN, GARY. WE'LL FIND YOUR DAUGHTER.
I'M SORRY-- I DON'T MEAN TO LOSE MY TEMPER--IT'S JUST...
...I CAN'T LOSE HER, TOO.
UH... GUYS.
ZECHARIAH'S TRACKING BEACON JUST BECAME *ACTIVE* AGAIN.

Other Gear

While much of the most fantastic gear in Invincible – Superhero Roleplaying comes from the **SIGNATURE GEAR** power, heroes and NPCs can use more mundane equipment from time to time. Gear can provide a bonus to attribute rolls, and in some cases, specific gear can be required to perform certain actions.

Earlier in this chapter, you'll find lists of weapons, armor, and vehicles. A list of other potentially useful gear can be found on page xx. These lists are not exhaustive – you may customize gear or create new gear for your game under the supervision of the GM.

Repairing Gear

To repair damage to a piece of gear, you need a few hours of work, and a **REASON** roll. Tools can give you bonuses to the roll. Each ⛊ rolled removes 1 point of damage from the item.

Purchasing Items

Beyond reflecting your general standard of living, your Resources score (page xx) can be used to make purchases of specific items that you need, using personal savings, wealthy patronage, or powerful connections. Don't use these rules for everyday purchases – those are included in your standard of living.

Item Cost: Items have a Cost rating. The lists for weapons, armor, vehicles and general gear in this chapter indicate their Cost, and you can find a price list for common items on page xx. For items not included in the lists, the GM can make a judgment call.

Making a Purchase: When you need to buy a specific item, compare your Resources rating to the Cost rating of the item.

- If your Resources rating is higher than the Cost, no roll is needed – you can easily purchase the item, and your Resources rating is not affected.
- If your Resources score is lower than the Cost, there is no way you can afford the item unless you get a loan (page xx).
- If your Resources are equal to the Cost, roll a number of dice equal to your Resources. You need to roll at least one 6 (⛊) to afford the item. This roll cannot be pushed (page xx).
- If you succeed, you can purchase the item.
- If you fail, you can make a **PRESENCE** roll to barter with the seller if the GM finds this feasible. If this roll is successful, you complete the purchase as per above.
- If both rolls fail, you cannot complete the purchase, and you cannot try to purchase the same item again until a few days have passed.

Pooling Your Resources: When you make a Resources roll to complete a purchase, other heroes can chip in, adding a number of dice equal to their Resources score to the roll.

Getting a Loan: If you get a loan, your Resources score can count as 1 or even 2 points higher than normal for one specific purchase. After the purchase (even if no roll was needed), your Resources score will be reduced 1 step for a few weeks (for a 1-point loan) or for a few months (for a 2-point loan). Typically, heroes with Resources 2 or 3 need the Streetwise talent to get a loan, and heroes with Resources 1 cannot get loans at all.

Buying Things

Note that even if buying an item is fairly easy and straightforward in terms of the rules, it will typically take some time – at the very least a few minutes, and often a few hours or even days. This can generally only be done between action scenes and can even be used as a basis for a social scene.

General Gear

Item	Bonus	Comment	Cost
Tools, general	+1	Can be used for any type of repairs.	1
Tools, armor	+2	Can be used to repair costumes and armor.	2
Tools, weapons	+2	Can be used to repair weapons.	2
Tools, ground vehicle	+2	Can be used to repair ground vehicles.	2
Tools, aerial vehicle	+2	Can be used to repair aerial vehicles.	3
First aid kit	+1	Used to stabilize a dying character.	2
Medical instruments	+2	Used to stabilize a dying character. Requires the Medic talent.	3
Laboratory instruments	+2	Used to perform scientific experiments or other precision lab work (**REASON** roll).	4
Comic book collection	–	Once per day, you can spend a few minutes reading it to recover 1 point of Resolve.	1
Handcuffs	–	Breaking out requires a **STRENGTH** or **AGILITY** roll with −2 dice.	1
Electronic restraints	–	Breaking out requires a **STRENGTH** or **AGILITY** roll with −3 dice.	2
Nano tracer	–	Tracks target unless detected and removed (INTUITION roll with −3 dice).	3
Drone, personal	+2	Remotely-operated drone capable of observation (**INTUITION** roll).	3
Computer	–	A standard computer – allows access to the internet and stored data	3
Supercomputer	+2	A powerful workstation that can't be carried with you.	5
Compact mechanical gills (C.M.G.)	–	Allows you to breathe normally while underwater.	4
Binoculars	+2	Used for **INTUITION** rolls to spot something at a distance.	2

Making a Purchase

Cost	Effect
< Resources	Automatic success.
= Resources	Roll for Resources to complete the purchase. If you fail, roll for **PRESENCE** to barter. If you fail both rolls, you cannot complete the purchase,
> Resources	Purchase cannot be made, unless a loan is acquired.

Restricted Items: Some items cannot be legally purchased for various reasons. In the gear lists, the cost of such items are marked with an R. No matter what your Resources rating is, you cannot purchase restricted items unless you have the Streetwise talent.

Multiple Items: Typically, each purchase of an item is managed separately, but if a hero wants to purchase several items of the same type, it should be considered a combined purchase at a higher Cost (GM's discretion).

Losing Items: After you have used a purchased item for the purpose you needed it for, it is considered sold, given away, or otherwise lost. Remove it from your inventory. If you need a similar item again, you will need to make a new purchase.

Price List

Cost	Typical Items
1	Decent meal, knife
2	Fine meal, mobile phone, handgun, Kevlar vest, hand grenade
3	Motorcycle, shotgun, hunting rifle
4	Car, motorboat, sniper rifle (R), assault rifle (R)
5	Truck, van, SUV, machinegun (R)
6	Helicopter, light airplane, plasma rifle
7	Luxury yacht, battle tank (R), private jet, fighter jet (R)
8	Major corporation, spaceship, space station, nuclear missile (R)

Example: Making a Purchase. *Bulletproof wants to smooth things over with his parents after a big argument, deciding he wants to take them out to a new fancy restaurant in the city. His Resources 2 is equal to the cost of a fine meal, so he rolls 2 dice to see if he can make the purchase. He rolls no ⛊, and the GM determines that bartering isn't practical for this type of purchase, meaning he cannot afford it. He can try again in a few days.*

Chases

Heroes frequently clash with evildoers with their fists, but a different type of confrontation is the chase – pursuing an opponent through busy city streets, dense jungle undergrowth, or high above ground amongst the clouds. In a chase situation, on foot or using vehicles, no map is used to regulate movement – only the relative distance (in zones) is tracked.

Starting the Chase

A chase can either start from a roleplaying situation, or it can follow directly after an action scene if a character leaves the action map. In either case, the GM declares that a chase is now in progress and decides the starting range between the participants, in zones. Most chases are between just two parties – the pursuer and their prey, on foot, using movement powers, or piloting vehicles. For guidelines on using multiple participants, see the sidebar on page xx.

Resolution

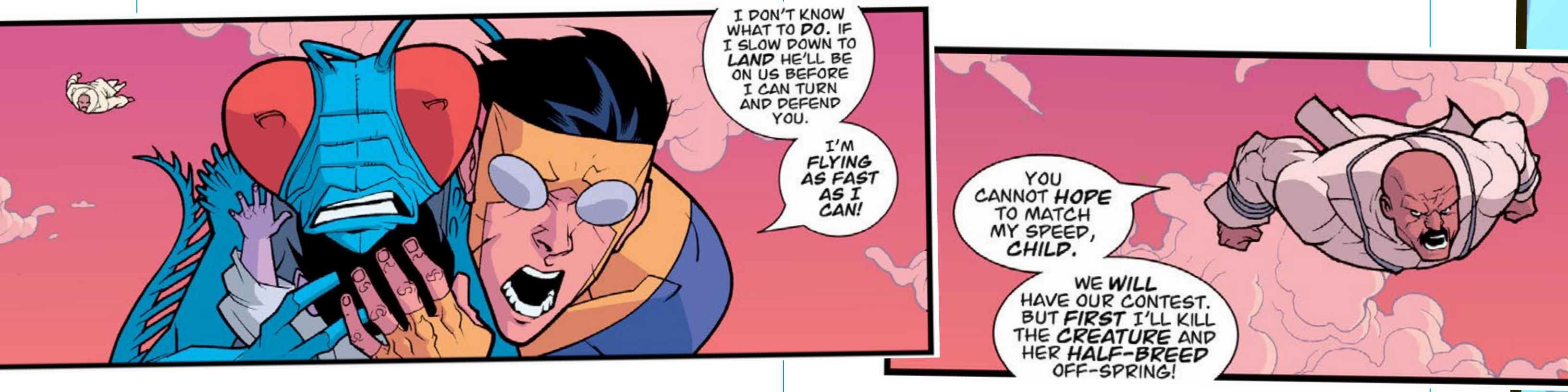
Chases are played out in rounds just like combat, but each round starts with resolving movement before other actions. This is an opposed roll for **AGILITY**, modified by the Maneuverability ratings for vehicles. If one participant has a higher movement speed (zones per action) than the other, they also get a bonus – see the adjacent table. (Heroes with movement powers may take stress to temporarily increase their speed as usual.)

Both prey and pursuer are considered active parties in the roll, so both can push it – first the prey, then the pursuer.

The winner of the opposed roll increases or decreases the distance to their opponent by 1 zone for each ⛊ more rolled than the loser. If it goes to zero zones, the pursuer may immediately perform a charge attack on the prey (ramming attack if in a vehicle), that cannot be blocked. The distance can never go below zero.

Movement Speed in Chases

Relative Speed	Chase Modifier
×2 or more	+2
×3	+3
×4	+4
Etc.	Etc.


I DON'T KNOW WHAT TO DO. IF I SLOW DOWN TO LAND HE'LL BE ON US BEFORE I CAN TURN AND DEFEND YOU.
I'M FLYING AS FAST AS I CAN!
YOU CANNOT HOPE TO MATCH MY SPEED, CHILD.
WE WILL HAVE OUR CONTEST. BUT FIRST I'LL KILL THE CREATURE AND HER HALF-BREED OFF-SPRING!

Ending the Chase

If the distance to the prey becomes too far, the pursuer will lose track of the prey, and the chase is over. What this distance is depends on the terrain, but 5 zones is a useful default. Either side may also end the chase at the start of a new round, electing to give up or to start combat instead (draw initiative).

Crew Actions

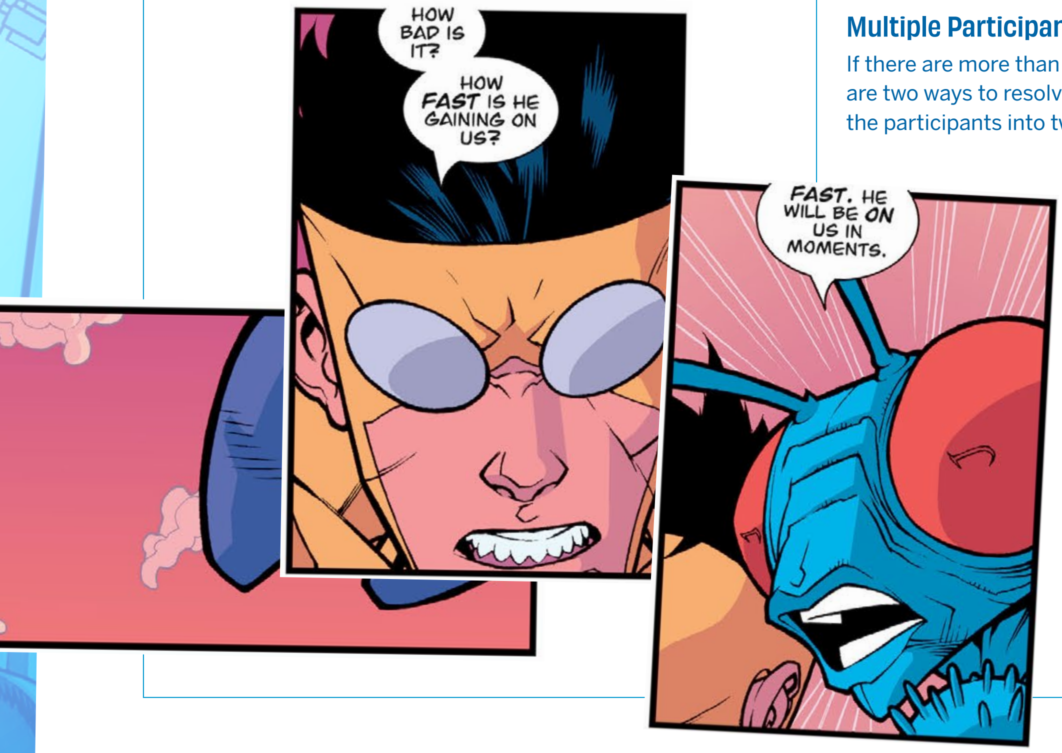
In a vehicle chase with several people in each vehicle, characters not driving or piloting the vehicle may perform one ranged attack each after the opposed chase roll has been resolved – assuming they have a ranged weapon or power. First everyone in the pursuing vehicle can attack, then everyone in the prey vehicle. The order in which these attacks occur is up to the characters in each vehicle.

Mounted Weapons: Weapons mounted on a vehicle may be fired by the pilot or driver themselves, once per round, after the chase roll as per above.

Chase Obstacles

To make a chase more dynamic, the GM can roll on the adjacent table of chase obstacles at the start of each round. Re-roll any results that don't fit the environment, and the GM is free to adapt the obstacles to better fit the situation at hand, or even choose to create obstacles as needed. The table entries are appropriate for any type of chase, whether the participants are on foot, using movement powers, or in vehicles. Published adventures may have their own tables for chase obstacles.

Attribute rolls made to navigate an obstacle are done before the chase resolution roll and don't count as actions. The prey rolls first, then the pursuer.


HOW BAD IS IT?
HOW FAST IS HE GAINING ON US?
FAST. HE WILL BE ON US IN MOMENTS.

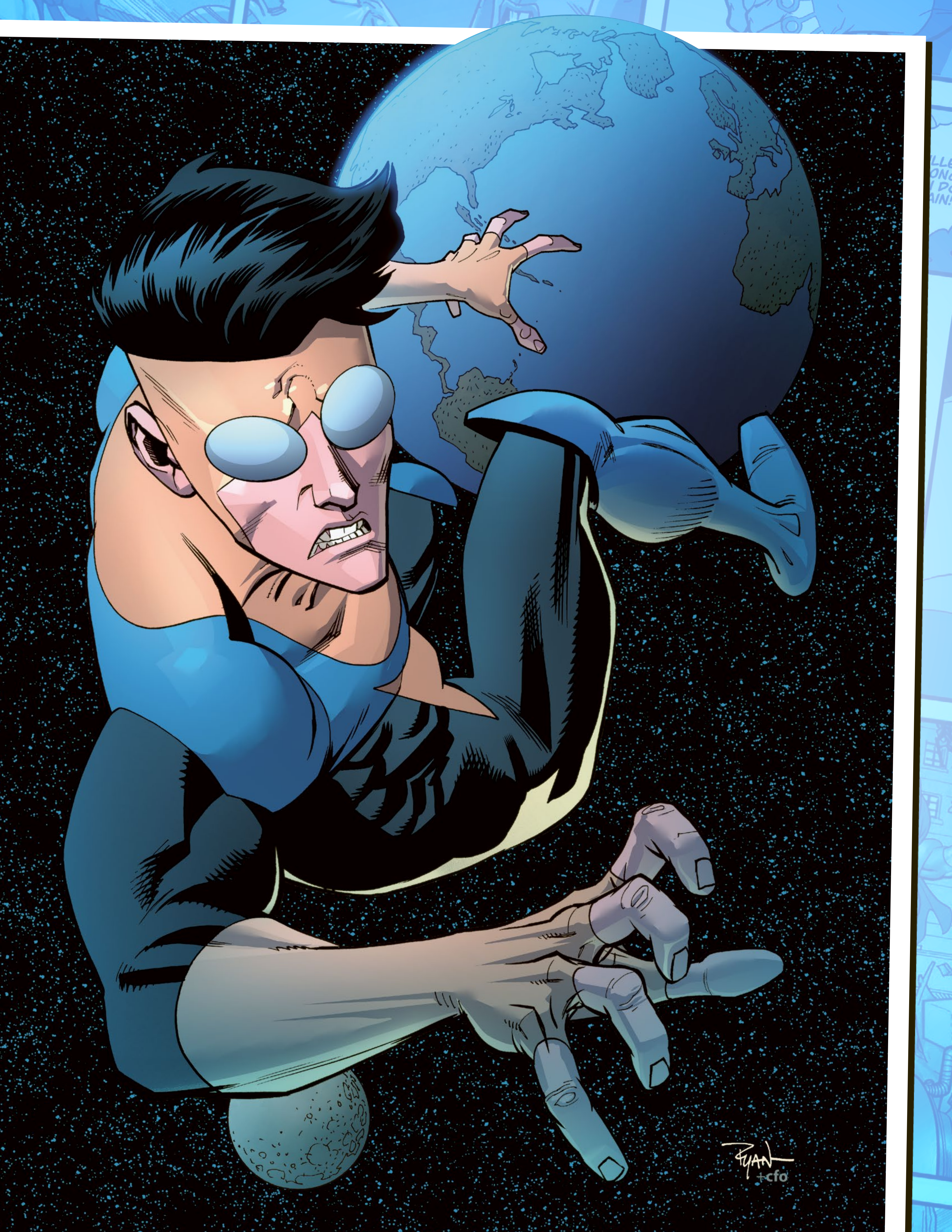
Chase Obstacles

D66	Obstacle
11–36	**All clear!** The path is unobstructed.
41–42	**Dead end!** The prey needs to double back, automatically failing their chase movement roll in this round (no push possible).
43–44	**Can't See a Thing!** Something is making it tough to see, like rain, fog, or objects blocking the participants' view. Visibility is reduced this round, giving −2 dice to all **AGILITY** rolls.
45–46	**Out of the way!** Bystanders are jamming the path. Only the prey needs to make an **AGILITY** roll – failure results in the pursuer moving 1 zone closer.
51–52	**Unsteady!** The path is unreliable, erratic, collapsing, or disappearing. Mobility is severely reduced for the round, giving all **AGILITY** rolls −2 dice.
53–54	**Close call!** An unexpected small obstacle appears in the path. Prey and pursuer need to make **AGILITY** rolls – failure results in 1 point of damage to themselves or their vehicle.
55–56	**Blocked!** The prey knocks over things behind them or places objects in the path. The pursuer needs to make an **AGILITY** roll – failure results in the pursuer moving 1 zone further away.
61–62	**Obstruction!** Something large or dangerous is in the path. Prey and pursuer need to make **AGILITY** rolls – failure results in D6 points of damage to themselves or their vehicle.
63–64	**Hidden path!** The prey may make an **INTUITION** roll to spot a hidden path. If the roll is successful, the pursuer must also make an **INTUITION** roll, or the chase is over.
65–66	**Shortcut!** The pursuer may make an **INTUITION** roll to find a path to cut off the prey. If successful, the distance to the prey is immediately (before the chase roll) cut in half (rounding up).

Multiple Participants

If there are more than two participants in a chase, there are two ways to resolve it. The simplest way is to divide the participants into two sides. Only the slowest person/vehicle on each side – the one with lowest movement speed (lowest **AGILITY** in case of a tie) – rolls for the chase movement.

A more complex way to resolve chases with multiple participants is to let each roll separately. You then need to keep track of the relative distances between each participant. In this model, each ⛊ rolled will move you 1 zone forward relative to all other participants in the chase. You count as pursuer in relation to all participants in front of you, and as prey in relation to all participants behind you.


RYAN
+cfo

CHAPTER FIVE

THE INVINCIBLE UNIVERSE

In the vast darkness of space, a lone nomad races through the backdrop of stars on his interstellar hoverbike. On a distant planet, a woman soars over a shimmering city, her white uniform glowing in the reflected light. A thick cloud of red dust rises as squid-like parasites scuttle across the otherwise still Martian landscape. In the skies above Earth, heroes assemble to defend the planet from a cosmic predator bent on destroying reality. In the bustling city streets below, a couple of desperate criminals crash into bystanders as they flee from a mysterious masked pursuer. In a quiet small town miles from there, a teenager nervously tells her skeptical parents that she has developed superpowers.

The Invincible universe is a dynamic setting that features all the familiar trappings of the best superhero comics, with plenty of room to tell your own super-powered stories. While the universe is filled with epic conflicts that can reverberate across worlds, it's the personal impact of these events on individual lives that truly resonates.

This chapter includes summaries of important locations and key organizations in the Invincible universe to help you set the tone for your game. Future supplements will explore some of the locations and organizations in more detail, but the information here is intended to give you a general overview to get you started. If you want to discover more about the Invincible universe in the comics, visit SKYBOUND.COM.

Spoiler Alert!

This chapter includes high-level details about the setting and key locations and organizations featured in the Invincible comic series. Don't read the descriptions for any locations or organizations you are unfamiliar with if you want to remain completely spoiler-free for either the comics or the show!

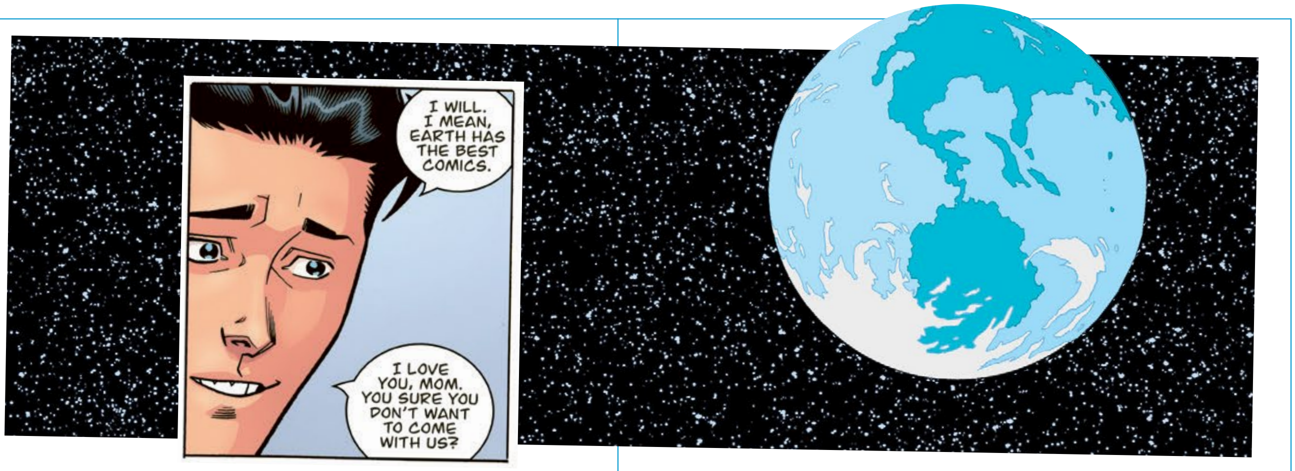
The Universe Is Yours

The universe in which your game takes place is unique to your group, giving you the freedom to tell new stories instead of retreading the same ground as the series. If you're playing as an established character like Atom Eve, Rex Splode, or Bulletproof, you don't have to mimic their actions or make the same choices as they did – you can shape their journey in your own way. If you're playing an original character, you don't need to worry about how they fit into the main storyline or where they were during key events in the series. You are creating your own continuity by playing the game.

When Is Now?

Invincible – Superhero Roleplaying assumes a starting point in the weeks following Invincible's fight with his father, when Omni-Man leaves Earth and abandons his mission. The original Guardians of the Globe have been murdered, and a new team is being formed to take their place.

While this is the default, you can set your game in any period you would like – during the 1980s when the original Guardians of the Globe got their start, in the uneasy and unpredictable days following the Viltrumite War, or whenever else your group wants to play. Other time periods will be explored further in future supplements.


I WILL. I MEAN, EARTH HAS THE BEST COMICS.
I LOVE YOU, MOM. YOU SURE YOU DON'T WANT TO COME WITH US?

Earth

Earth – sometimes confused with Urath – stands out among the stars as unique on the galactic stage, home to a highly unusual society that is more chaotic, diverse, and adaptable than most other charted worlds. Perhaps most notably, it is the only known example of a planet where a Viltrumite conqueror abandoned their post.

Familiar but Fantastic

Earth in the Invincible universe is largely similar to the familiar world we call home, but with the addition of superheroes and supervillains whose battles are a widely accepted part of life. Additionally, remarkable scientific and technological advancements beyond our own world's capabilities are available to some individuals and organizations, but most of the public remains unaware of these innovations or has no access to them. This chapter will cover details unique to the setting, but you can fill in any gaps using your own knowledge or by consulting resources like Wikipedia or the resident expert on all topics at your local comic shop.

The Balance of Power

While the expected social, political, and commercial establishments are in place on Earth, there are two other groups that have a significant impact on human affairs – super-powered beings and super-secret government agencies.

Super-powered beings were present before the twentieth century, but they came to prominence in the 1980s. The arrival of a Viltrumite can drastically change the course of a planet's development. When Omni-Man came to Earth, he claimed he was there to offer alien technology to help humanity. Over the next twenty years, he worked closely with global authorities, contributing to Earth's progress – but never sharing any technology as advanced as that possessed by the Viltrumites. Today, super-powered threats have the power to bring entire nations to their knees, while superheroes can solve problems that would take governments years to address in just a matter of days.

Various government organizations, such as the Global Defense Agency (page xx), control vast resources and often shape world events from the shadows. These agencies gained the most from the technology introduced by Omni-Man and played a key role in developing and regulating its use. The full extent of their reach and power is difficult to gauge, but these organizations have been involved in almost every major conflict or milestone in recent history. Most people are unaware of their existence, and they prefer to keep it that way.

The City

As big as Earth is, your heroes need a city to call home that serves as the heart of their story. Even as your exploits take you to other nations, planets, or even dimensions, the saga still finds its way back to your main stomping ground. The game refers to this generally as the city.

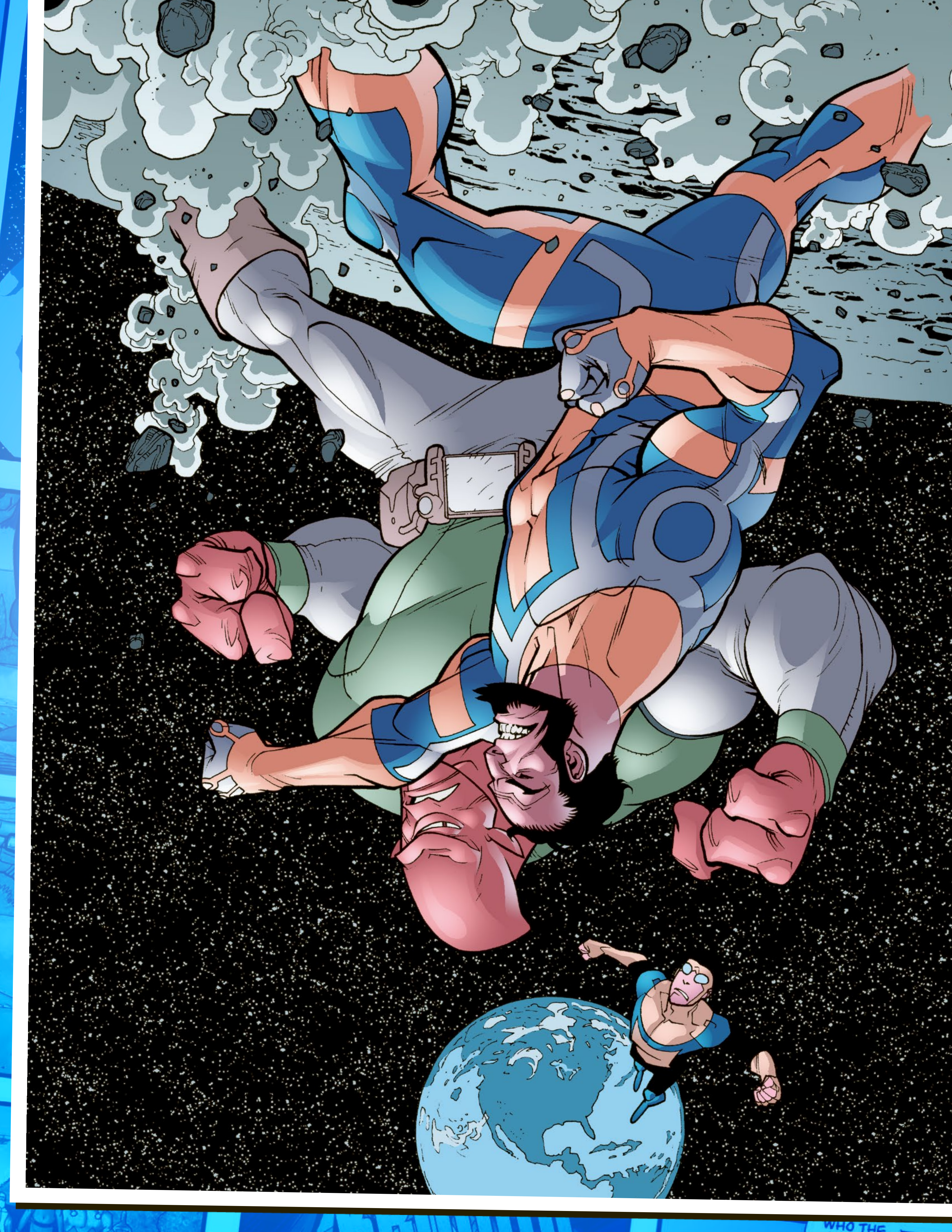
In Invincible, Mark's home city is never confirmed, but its importance to the story is unmistakable. The city in your game plays a similar role. It could be any city your group would like to use, whether it's modeled after a real one like New York, Chicago, Baltimore, London, or Tokyo, or a city you create yourself like the fictional ones found in many comics, or it could be left ambiguous as it is in Invincible. You could even choose your own hometown, taking advantage of the familiarity of neighborhoods you know well. If you opt for a real-world city, keep in mind that it's a version of that city in your game's universe. The top floor of a downtown brownstone that houses your team's secret base in the game world might actually be an attorney's office in the real one. Whichever route you go, the city in your game is a focal point for action and social scenes, especially as your heroes begin their journey.

The action map on page xx displays several blocks of a large city that can be used for various scenarios. Additional city maps will be included in future supplements. You can also use satellite maps of real-world cities, but be sure to define zones as needed.

Chapter 7 contains guidance to help you further develop your city.

Locations of Interest

The city is central to Invincible – Superhero Roleplaying, but you can set scenes anywhere else you choose across the globe. Several key locations on Earth from the comics are briefly described below.


WHO THE

The Pentagon: A massive office complex in Virginia across the Potomac River from Washington, D.C., the Pentagon is home to the U.S. Department of Defense. It also serves as the public face of the Global Defense Agency, though their actual secret base lies far beneath it. Superheroes are occasionally called to the underground headquarters for GDA business, but they are restricted to specific areas to protect the facility's many secrets. Notably, parking is available in the rear of the building.

Tailor Shoppe: Run by proprietor Arthur "Art" Rosenbaum (page xx), the Tailor Shoppe is the place to go for prom dresses by day and nuclear-powered suits of armor by night. While the shop's commercial storefront is open to the public, the secret workshop located below is a hub for an elite clientele of super-powered individuals. The establishment has long been a mainstay in the superhero community, providing costumes and other specialized gear that help heroes get the job done – and look good while doing it.

Reginald Vel Johnson High School: Mark, William, Amber, and Eve all attended Reginald Vel Johnson High School, where B.N. Winslow served as their principal. One of their teachers, David Hiles, was a former weapons engineer who had been kidnapping students and attaching bombs to them, leaving them to explode. Hiles eventually died when he turned himself into a living bomb, and Invincible threw him into the sky as he detonated.

Upstate University: Mark and his roommate William attended Upstate University after graduating high school. Shortly after they began their studies, B.N. Winslow was appointed as the dean of the school. During Mark and William's time there, the reclusive scientist D.A. Sinclair kidnapped their friend Rick Sheridan and turned him into the first of the Reanimen (page xx).

Guardians of the Globe Headquarters: The secret base of the Guardians of the Globe is located in an undisclosed location in the Rocky Mountains of Utah. While little is publicly known about the facility, it has served as the headquarters for both the original team and the newly recruited roster.

Stronghold Penitentiary: Designed to contain super-powered criminals, Stronghold Penitentiary is a supermax prison. Equipped with state-of-the-art security measures, it incarcerates some of the world's most dangerous individuals. Despite these precautions, several incidents have occurred over the years, including breakouts involving the Mauler Twins (page xx), Doc Seismic (page xx), and Mister Liu (page xx).

Midnight City: Due to the Midnight Magician's enigmatic final act, the sun never shines in Midnight City. This perpetual darkness led to widespread abandonment and a significant rise in crime, turning the city into a no man's land without government support or an official police presence. After the press highlighted the dire situation, the president has vowed to reclaim the city. Darkwing (page xx), a member of the Guardians of the Globe, once served as the city's protector, but after his death, his assistant took on the role.

Atlantis: The kingdom of Atlantis is a wondrous underwater civilization located on the floor of the Atlantic Ocean. Visitors from the surface typically use compact mechanical gills (C.M.G.) to breathe comfortably during their stay, just one example of the technological marvels produced by the Atlanteans. The current ruler of Atlantis is Aquaria, widow of Aquarus, the former king and Guardian of the Globe, and her consort Lethan.

Underearth Kingdom of the Magmanites: The lava creatures known as Magmanites live deep beneath the Earth's surface, in a vast realm believed to extend all the way to the planet's core. After Doc Seismic was defeated by Invincible in their first battle, he fell into a crevasse and discovered the Magmanites, subsequently subjecting them to his rule. Iron ore is a key nutrient in the Magmanites' diet, and when their underground supply runs low, they occasionally raid the surface to gather more, in addition to carrying out their revenge-fueled leader's commands.

YOU'VE GOT NO IDEA WHAT I'VE BEEN THROUGH RECENTLY. I'M NOT GOING OUT INTO SPACE AGAIN-- NO WAY. I--SPACE SUCKS.
I'VE BEEN OUT IN SPACE MORE THAN I'VE BEEN ON THIS PLANET IN THE LAST FEW MONTHS. I JUST BROKE UP WITH MY GIRLFRIEND--WHO I REALLY DID LIKE--BECAUSE I'M GONE SO MUCH. I NEVER GET TO SEE MY MOM.
MY LITTLE BROTHER JUST GOT POWERS AND I--
NO. THERE'S NO WAY I'M GOING. I'M SORRY ALLEN, BUT I'D FIGHT YOU BEFORE I LET YOU TAKE ME.

Space & Beyond

Beyond Earth's solar system, a variety of alien civilizations and intergalactic societies exist in the Invincible universe. Though select individuals are aware of this fact, the information is mostly confined to government agencies and prominent space-based heroes. NASA has only recently completed a successful mission to Mars, and this is the extent of most people's knowledge of worlds beyond Earth.

A few key planets featured in the comics are described below so that you can use them in your game or as inspiration for your own planetary destinations. You can find tools that help you develop and customize your own planets for series play in chapter 7.

Mars

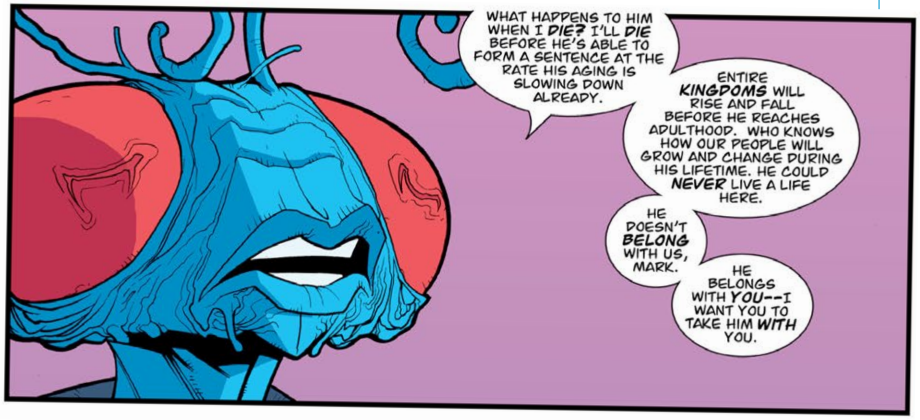
The fourth planet in Earth's solar system is Mars, a cold, dry, mountainous world covered in deserts. The red planet was recently visited for the first time by humans. Most of what we know about Mars comes from the firsthand accounts of the astronauts on that mission, as well as details shared by Martian Man (page xx), a shapeshifting, mind-reading alien superhero who served on the original Guardians of the Globe team before his death during the Omni-Man attack.

Martians are a mysterious, shapeshifting species capable of altering their physical composition to take on the form of any organic or rudimentary inorganic entity. They have developed a small yet highly advanced subterranean civilization that produces technologies such as energy weapons and teleportation devices. The leader of their government is known as Monarch Prime.

Hundreds of years ago, an alien ship crashed on Mars, releasing parasitic life forms called Sequids. The tentacled creatures link their collective consciousness by taking control of host bodies to form a hive mind. Once linked in this way, they aggressively seek to dominate the world and people of their host. After the crash, the Sequids attempted to take control of the Martians, but their natural shapeshifting abilities prevented the Sequids from succeeding. Instead, the Martians subjugated the Sequids, forcing them to be a labor force that helped build their modern society.

NASA sent an exploratory team of astronauts to Mars under the incognito protection of Invincible. The Martians captured the astronauts to prevent them from becoming hosts for the Sequids and giving them the chance to rebel against their oppressors. Invincible, immune to the Sequids' influence, met with Monarch Prime to rescue the astronauts, but the Martian leader revealed that the astronauts were slated for execution. Invincible held off the Martians while the astronauts escaped back to their spaceship and returned to Earth.

However, one astronaut, Rus Livingston, was unknowingly replaced by a Martian imposter who assumed his appearance. The imposter returned to Earth, while the real Livingston was left behind on Mars, where he became the host for a multitude of Sequids. The Martian impersonator, inspired by the story of Martian Man, went on to become a superhero known as Shapesmith (page xx). Now that the Sequids have found a host and reunited their hive mind, the future stability of Martian society is uncertain.


WHAT HAPPENS TO HIM WHEN I DIE? I'LL DIE BEFORE HE'S ABLE TO FORM A SENTENCE AT THE RATE HIS AGING IS SLOWING DOWN ALREADY.
ENTIRE KINGDOMS WILL RISE AND FALL BEFORE HE REACHES ADULTHOOD. WHO KNOWS HOW OUR PEOPLE WILL GROW AND CHANGE DURING HIS LIFETIME. HE COULD NEVER LIVE A LIFE HERE.
HE DOESN'T BELONG WITH US, MARK.
HE BELONGS WITH YOU--I WANT YOU TO TAKE HIM WITH YOU.

Space Travel

Distances in space are unimaginably vast, but faster-than-light (FTL) travel has been proven possible in the Invincible universe, both through super-powered beings and advanced technology. For example, Omni-Man flies to another star system within a week of leaving Earth (page xx), and the first human mission from Earth to Mars took approximately eight days round trip (page xx). The Space Travel talent (page xx) enables heroes to use the flight or teleportation movement powers to traverse the stars as an intense use.

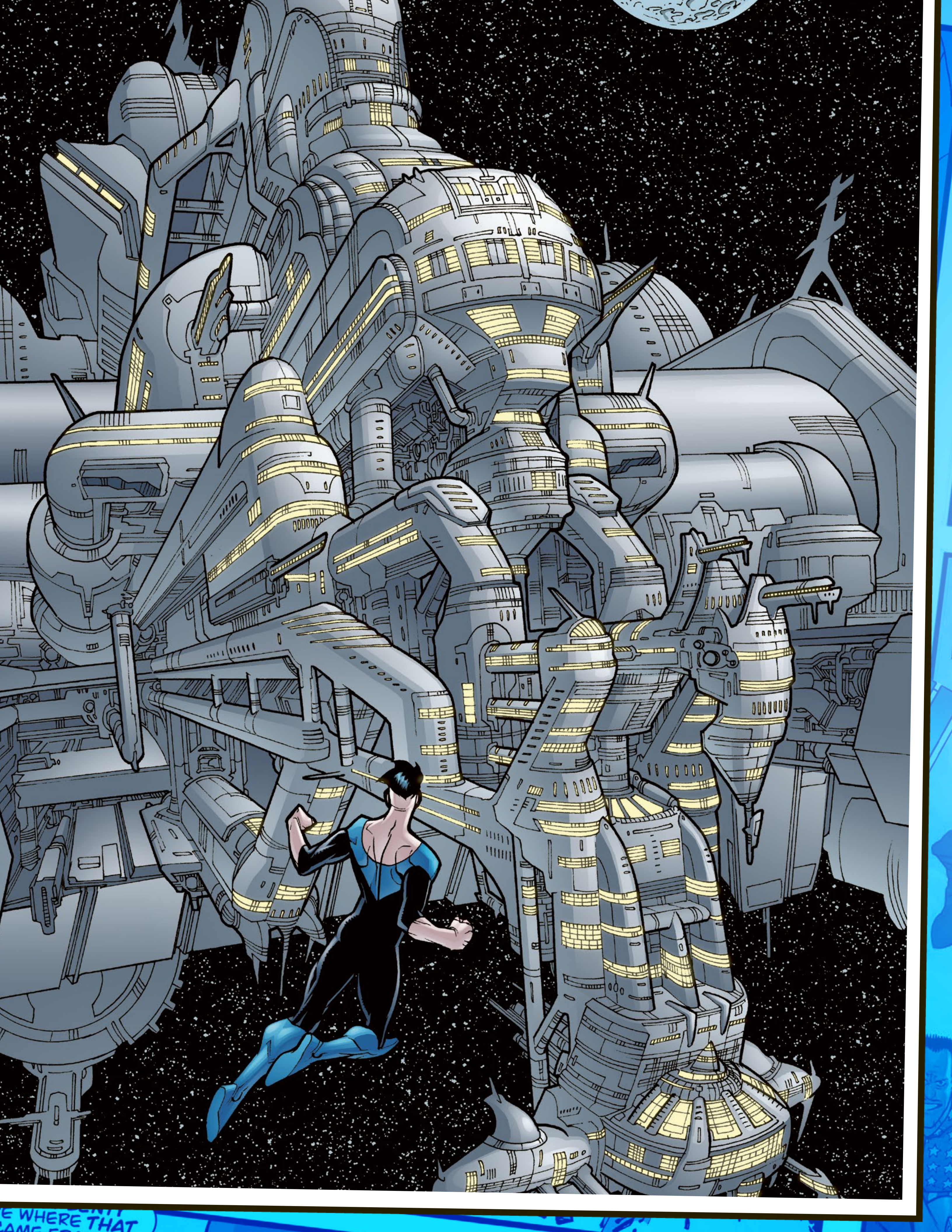
Thraxa

The temperate, mountainous, and plains-covered planet of Thraxa resides in a relatively close undisclosed star system. It is home to the Thraxans – an insectoid, mantis-like species with a dramatically accelerated lifespan compared to humans. This rapid aging results in an equally fast-paced lifestyle, including swift growth, learning, and reproduction.

While Thraxan technology lags behind Earth's in some areas, it far surpasses Earth's in others, particularly in space travel, as they possess faster-than-light capabilities. The elders of the Thraxans are the ruling class, with the oldest known member being crowned ruler of the planet.

After Nolan Grayson fled Earth, he realized that, as a Viltrumite fugitive, his treachery would soon be uncovered. Rather than turn himself in, he chose to hide. He speculated that the Viltrumites might lessen his punishment if he could conquer a world similar to Earth. Within a week, he discovered Thraxa. Upon learning Nolan's true age, the Thraxans immediately elected him their ruler. He soon married Andressa, who became queen, and together they had a son named Oliver (see Kid Omni-Man on page xx).

Some time after Oliver's birth, Nolan sent a Thraxan agent to Earth to bring Mark to Thraxa. Disguised as Mark's comic hero, Science Dog, the Thraxan attempted to gain Mark's trust. However, Mark suspected something was wrong and attacked him. When the agent revealed their true purpose, explaining that Thraxa was in danger and needed Mark's help, they traveled together to the planet. There, Mark was unexpectedly reunited with his father and discovered he had a new half-brother.


WHERE THAT

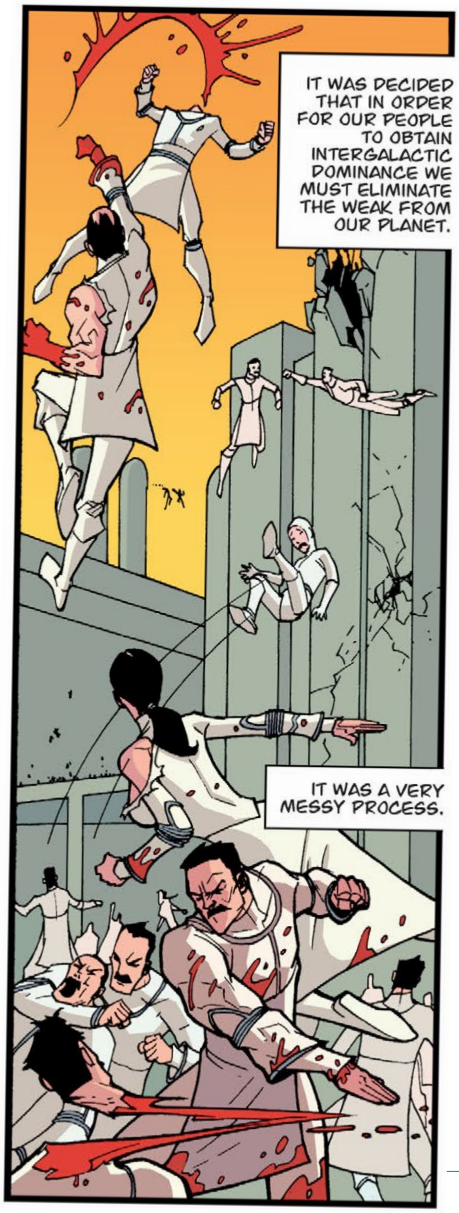
Shortly after these family revelations, three Viltrumites attacked Thraxa, seeking to capture Nolan. Mark and Nolan fought to defend the Thraxan people. The battle ended with Nolan imprisoned, Mark severely injured, and the Thraxan population suffering massive casualties. After the Viltrumites left the planet with Nolan, Mark spent a little over a month helping the Thraxans rebuild. However, Andressa, nearing the end of her life, urged Mark to go back to his home. Wanting her son to grow up in a place where he wouldn't face the loneliness that came with outliving everyone around him, she asked Mark to take his half-brother with him. Mark reluctantly accepted Andressa's request, and the two left Thraxa to return to Earth.

Viltrum

The planet Viltrum is the birthplace of a totalitarian empire that has relentlessly expanded across the stars (see the Viltrum Empire, page xx). Viltrum was once rich in natural resources, but they have long been depleted. The planet's primary inhabitants are the Viltrumites, a humanoid race known for their immense physical strength and advanced technological capabilities. All Viltrumites can fly and possess extraordinary strength, speed, and durability. They age very slowly, with lifespans that can reach thousands of years. These characteristics have shaped their society, creating a sense of superiority and the belief that they are destined to dominate lesser species. All observed Viltrumite males have possessed a mustache, apparently the result of a cultural custom.

Hundreds of thousands of years ago, Viltrum was torn apart by a devastating civil war. The ruling class decided that to secure intergalactic supremacy, they must eliminate the weak. The purge that followed left the planet in ruins, wiping out half of its population. From then on, the Viltrumites adopted a ruthless doctrine – only the strong were allowed to survive. Viltrum was rebuilt by its remaining super-powered population, who then turned their sights on forging a galactic empire.

The Viltrumite Nolan Grayson was sent to Earth to prepare it for assimilation into the Viltrum Empire. He initially misled his wife and son about the history of his home planet, claiming that Viltrum had created a perfect society where illness, murder, and war were eliminated, making it a relative utopia. He also told them that the Viltrumites dedicated themselves to helping other planets reach the same level of advancement, rather than allowing their own society to become complacent. However, Debbie and Mark eventually uncovered the truth about Viltrum and Nolan during the events that led to Omni-Man abandoning his post and fleeing Earth.


IT WAS DECIDED THAT IN ORDER FOR OUR PEOPLE TO OBTAIN INTERGALACTIC DOMINANCE WE MUST ELIMINATE THE WEAK FROM OUR PLANET.
IT WAS A VERY MESSY PROCESS.

Other Notable Planets

A few additional planets from the comics are briefly described below.

Talescria: The capital of the Coalition of Planets (page xx), Talescria is a cosmopolitan world that is known as one of the only safe havens from the Viltrum Empire, providing a home for refugees that escaped the horrors of the Viltrumites' brutal expansion.

Allen the Alien (page xx) called Talescria home, and it was there that he reluctantly returned to report he had been visiting Earth instead of Urath in his role as Champion Evaluation Officer. It was also where he first informed the Coalition of Planets' high council about Omni-Man's dereliction of his Viltrumite duties and where he was tasked with bringing Invincible to meet with Thaedus (page xx).

Unopa: Life on Unopa ended when the Viltrumites invaded. Like a devastating plague, they swiftly conquered the planet in just a few days. The Unopans were a resourceful species, as demonstrated when they managed to escape the planet just before its fall, venturing into the stars in search of a new life.

To ensure their survival, the Unopans established breeding camps at various outposts, where offspring were created in laboratories. This led to the collapse of traditional family structures and typical social behaviors within Unopan society. Despite the hardships of the Viltrumite invasion, their resilience caught the attention of the Coalition of Planets, who invited the Unopans to join.

Once part of the Coalition, the Unopan leader devised a plan to genetically enhance a Unopan to be strong enough to challenge the Viltrumites. Allen the Alien was the only survivor of the program, but his encounters with the Viltrumites revealed he was still not strong enough to defeat them. The program was shut down, but Allen was redirected to travel the cosmos in search of beings strong enough to possibly defeat him – and perhaps even a Viltrumite. Eventually, Allen encountered Invincible, learned of his Viltrumite heritage, and discovered the unprecedented news that a Viltrumite had abandoned their post.

Geldaria: A new member of the Coalition of Planets, Geldaria is a recently-liberated world that was under attack from the Kresh – an empire charged by the Viltrumites to overtake the planet. The representative from Geldaria on the Coalition's High Council suggested that the Viltrumites' reliance on conquered worlds to fight as proxy armies could indicate a potential weakness on their part. Geldarians are renowned for their exceptional intelligence and have developed advanced technology to compensate for their reduced physical abilities, which have evolved over centuries of inactivity.

High school student Zack Thompson encountered the dying Geldarian Kelda after his spaceship crashed on Earth. As the ship's self-destruct sequence was about to kill them both, Kelda ordered his Tech Jacket – a highly advanced exoskeleton battle-suit called "the most powerful weapon in the universe" – to bond with Zack to save his life. In return for training on how to properly use the battle-suit, Zack helped the Geldarians defeat the Kresh and would later become the hero known as Tech Jacket (page xx).

I CAN SIT HERE AND WATCH HIM BATTLE HUNDRED-FOOT DRAGONS ON TV ALL DAY LONG, BUT FOR SOME REASON... EVERY TIME HE'S IN ANOTHER DIMENSION... I CAN'T HELP BUT ASSUME THE WORST.

Dimensions

Beyond traveling to new worlds scattered across the cosmos, the Invincible universe also includes entirely separate dimensions that are unlike anything found on Earth or in the wide expanse of space. Below are descriptions of a few of these dimensions, though you may encounter others during your heroic adventures.

The Flaxan Dimension: The Flaxans are a warlike humanoid race from another dimension who have attempted to invade Earth multiple times. Time moves faster in the Flaxan dimension than it does on Earth, meaning that seconds or minutes on Earth can translate into days or years for the Flaxans.

The first recorded Flaxan invasion was repelled by Omni-Man and Invincible, who together became known as the Scourge of the Flaxan Empire. Despite their advanced weaponry and overwhelming numbers, the Flaxan army was eventually pushed back as the time differential began to take its toll. The aging invaders retreated through their dimensional portal, defeated.

The Flaxans recovered and plotted their revenge by abducting Omni-Man and taking him to their dimension, where they were somehow able to nullify his powers. He was imprisoned for eight months until a rebel faction rescued him. Regaining his abilities, Omni-Man joined the rebels in a brutal campaign against the Flaxan imperial forces, causing widespread devastation. A grateful team of rebel scientists used a dimensional portal to return Omni-Man to Earth.

The damage caused by Omni-Man took centuries to repair, during which time the Flaxans developed a new plan for revenge. They studied materials from Omni-Man's costume to learn about the properties of Earth's dimension, learned English from recordings they had collected, and, most importantly, invented chrono-bands – devices that equalized the passage of time between dimensions. When worn by a Flaxan, these bands allowed them to overcome the time disparity.

The Flaxan emperor led a new invasion force, but he was met by Invincible, Atom Eve, and the new Guardians of the Globe. The Flaxans initially had the upper hand until the emperor revealed the purpose of the chrono-bands in a monologue, giving the heroes the opportunity to destroy them. Without the chrono-bands, the Flaxans began aging rapidly once again and were forced to retreat.

It remains unclear whether the Flaxan Empire will attempt another invasion of Earth.

The Shadowverse: An impossibly dark, featureless void, the Shadowverse is a pocket dimension accessible to certain individuals through shadows that serve as doorways. Distances within the Shadowverse seem to differ from those on Earth.

Alternate Dimensions

Theoretically, an infinite number of alternate dimensions or parallel universes exist alongside the main Invincible universe. The easiest to access are the recent past and the near future, since – as Einstein put it – the flow of time is an illusion. What we perceive as the past and future are actually alternate realities, and people can travel between them, although they typically do so in only one direction. As Robot once explained, interdimensional travel relies on shifting the frequencies of the traveler to match that of the destination dimension, which can be accomplished by some super-powered beings, highly advanced teleportation, or wormholes.

In the comics, Mark encounters multiple versions of himself from alternate dimensions and realizes that his life has unfolded quite differently from theirs. If you're looking to explore entirely new territory, you could set your game in an alternate dimension of your own creation.

The second Darkwing had the ability to enter the Shadowverse and take others with him. When Invincible was sent by the GDA to meet with the new Darkwing, he was attacked by him and dragged into the Shadowverse. While there, Darkwing claimed that dangerous, unseen "dark things" inhabit the dimension, and Invincible even mentioned that he thinks he heard something, though the existence of any creatures native to the dimension has yet to be confirmed.

The Other Realms: Little is known about the Other Realms, a mysterious dimension (or possibly multiple connected dimensions) from which War Woman, a member of the original Guardians of the Globe, came to Earth.

Just before her death at the hands of Omni-Man, War Woman was ambushed by a giant warrior hailing from the Other Realms. The warrior told her that her mother was worried about her and suggested that her true place was not among Earth's "mortals," hinting that the inhabitants of the Other Realms could perhaps be immortal. War Woman refused to return and defeated the warrior. Both her and the warrior's armor resemble ancient Greek or Roman styles, suggesting a possible connection to those cultures.

Organizations

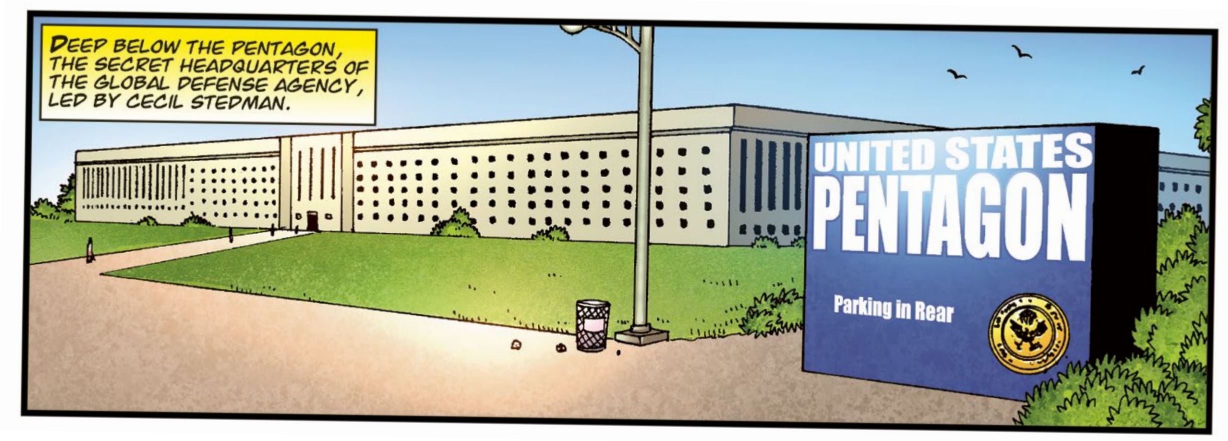
In a universe full of overwhelming displays of power, the influence of key organizations still stands out, whether it's a famous superhero team, clandestine agency, mercenary group, criminal syndicate, or galactic empire.

Several organizations from the comics that could interact with your heroes are described below. Additional tools that help you create or integrate organizations into a campaign are found in chapter 6.

The descriptions below include a brief synopsis of the organization's purpose or role, as well as the following sections.

- **Purpose:** what the organization primarily is or wants to accomplish.
- **Tactics:** how the organization goes about accomplishing its goals.
- **Resources:** the organization's level of access to technology and other important assets.
- **Personnel:** known members, employees, or allies of the organization.
- **Background:** a brief summary of the organization's history.

Most of the organization entries also include story hooks for both action and social scenes. These events can be used as they are or serve as inspiration to help you come up with ways to interact with the organization if you encounter them during play.


DEEP BELOW THE PENTAGON, THE SECRET HEADQUARTERS OF THE GLOBAL DEFENSE AGENCY, LED BY CECIL STEDMAN.
UNITED STATES PENTAGON
Parking in Rear

The Global Defense Agency

The Global Defense Agency (GDA) is a secret government organization responsible for managing situations beyond the capabilities of regular authorities, as well as overseeing and guiding the activities of super-powered individuals.

Purpose: Keep superhuman threats in check and protect Earth at all costs.

Tactics: As a secret organization, the GDA prioritizes stealth and operates behind the scenes. If anything threatens to expose them, they go to great lengths to suppress or eliminate the information and those who possess it.

Resources: The GDA has unparalleled access to technology and monetary resources, which they have leveraged to entrench themselves in nearly every aspect of government, policy, and commerce.

Personnel: Cecil Stedman (page xx) is the current director of the GDA, having assumed the role after the former director freed him from prison to appoint him as his successor. Donald Ferguson (page xx) is an agent of the GDA assigned as superhero liaison to the Guardians of the Globe. The GDA also employs an unknown number of agents and soldiers to carry out their objectives.

Background: The earliest reported involvement of the GDA dates back to its informal “partnership” with Omni-Man, where he agreed to allow the Global Defense Agency to direct him toward the highest priority threats worldwide. He wore a GDA-supplied earpiece for two-way communication and carried a pager that allowed the GDA to contact him anywhere on the planet. In return, the GDA helped him maintain his secret identity. The agency also worked closely with the Guardians of the Globe.

The Global Defense Agency’s headquarters is located deep beneath the Pentagon. Under Cecil Stedman’s leadership, the GDA has expanded its influence over superhuman affairs, focusing on a pragmatic approach that prioritizes the planet’s safety above all else.

When the original Guardians of the Globe team was murdered by an unknown attacker, the Global Defense Agency helped form a new team that would function under the GDA’s direction. Director Stedman appointed Robot as the new team leader and oversaw the roster selection.

The GDA continued to work with Omni-Man and the newly-formed Guardians of the Globe team until Omni-Man shocked the world and admitted that he had killed the original Guardians to his son Invincible – a confession

Color Blind Water

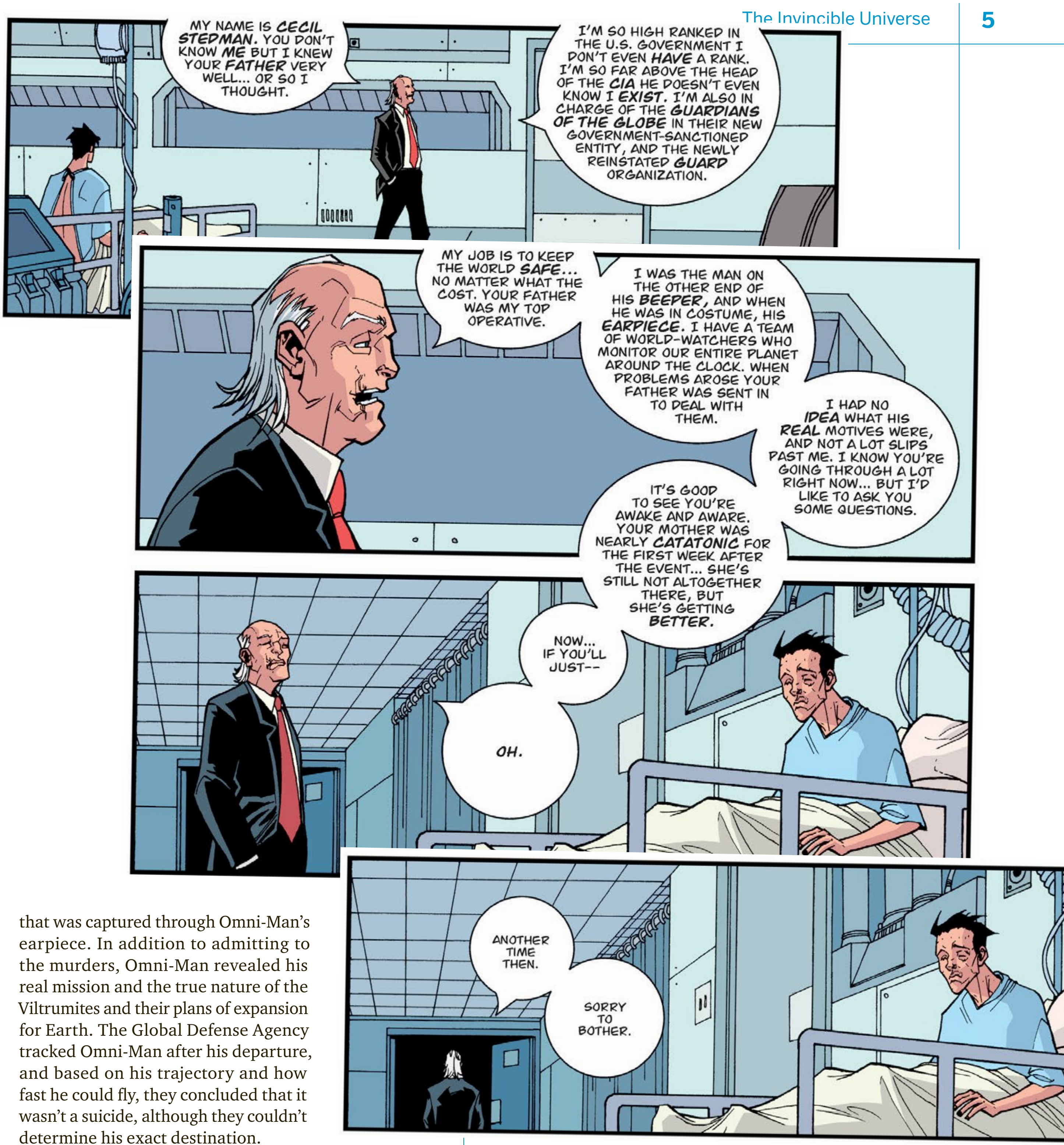
The Global Defense Agency has treated the tap water consumed by Americans to make certain light frequencies invisible. This treatment prevents the human eye from detecting activities hidden within those frequencies, and the GDA employs the effect in a variety of applications. It also goes undetected in standard tests for pollutants and in research focused on other aspects of water quality, including studies conducted by the military. When Cecil Stedman first introduced Mark Grayson to the color blind water effect, he casually remarked, *“You’d be surprised how often this is used.”*

Action Hooks

- The GDA teleportation platform is malfunctioning, sending Cecil Stedman to a new location every two minutes (and racking up an enormous cost for taxpayers).
- A GDA artificial intelligence training program finds a body and escapes GDA headquarters.
- The Pentagon is under attack by the Flaxan Empire (page xx).
- Hackers working for the Order (page xx) take control of a GDA satellite and initiate an air strike on a population center.
- Multiple color blind water-cloaked GDA drones have gone haywire over downtown.
- A GDA soldier develops superpowers and loses control during a mission.

Social Hooks

- Director Stedman requests a meeting to discuss your recent performance.
- The GDA human resources team contacts you to inform you of an issue with your benefits package.
- You discover a GDA surveillance bug in your team’s base – and find another one in your home.
- Donald Ferguson reaches out, asking for help locating someone from his past.
- Your GDA-supplied earpiece begins transmitting strange noises intermittently… or could it be a language?
- After sustaining a critical injury (page xx), you wake up in a GDA hospital to the sound of Cecil Stedman’s voice.


MY NAME IS **CECIL STEDMAN**. YOU DON'T KNOW **ME** BUT I KNEW YOUR **FATHER** VERY WELL... OR SO I THOUGHT.
I'M SO HIGH RANKED IN THE U.S. GOVERNMENT I DON'T EVEN **HAVE** A RANK. I'M SO FAR ABOVE THE HEAD OF THE **CIA** HE DOESN'T EVEN KNOW I **EXIST**. I'M ALSO IN CHARGE OF THE **GUARDIANS OF THE GLOBE** IN THEIR NEW GOVERNMENT-SANCTIONED ENTITY, AND THE NEWLY REINSTATED **GUARD** ORGANIZATION.
MY JOB IS TO KEEP THE WORLD **SAFE**... NO MATTER WHAT THE COST. YOUR FATHER WAS MY TOP OPERATIVE.
I WAS THE MAN ON THE OTHER END OF HIS **BEEPER**, AND WHEN HE WAS IN COSTUME, HIS **EARPIECE**. I HAVE A TEAM OF WORLD-WATCHERS WHO MONITOR OUR ENTIRE PLANET AROUND THE CLOCK. WHEN PROBLEMS AROSE YOUR FATHER WAS SENT IN TO DEAL WITH THEM.
I HAD NO **IDEA** WHAT HIS **REAL** MOTIVES WERE, AND NOT A LOT SLIPS PAST ME. I KNOW YOU'RE GOING THROUGH A LOT RIGHT NOW... BUT I'D LIKE TO ASK YOU SOME QUESTIONS.
IT'S GOOD TO SEE YOU'RE AWAKE AND AWARE. YOUR MOTHER WAS NEARLY **CATATONIC** FOR THE FIRST WEEK AFTER THE EVENT... SHE'S STILL NOT ALTOGETHER THERE, BUT SHE'S GETTING **BETTER**.
NOW... IF YOU'LL JUST--
OH.
ANOTHER TIME THEN.
SORRY TO BOTHER.

that was captured through Omni-Man's earpiece. In addition to admitting to the murders, Omni-Man revealed his real mission and the true nature of the Viltrumites and their plans of expansion for Earth. The Global Defense Agency tracked Omni-Man after his departure, and based on his trajectory and how fast he could fly, they concluded that it wasn't a suicide, although they couldn't determine his exact destination.

Following the destruction caused by the Omni-Man incident, the Global Defense Agency took charge of damage control to mitigate the public's loss of trust after two of the world's most powerful superheroes fought each other. They fabricated a story about Nolan Grayson's death and staged a fake funeral with a holographically disguised proxy to protect the identities of Debbie and Mark Grayson. Some time later, the recording of Omni-Man's earpiece confession was leaked to the public, but the GDA was unable to determine the source of the leak.

In the wake of Omni-Man's absence and a floundering track record for the new Guardians of the Globe, Cecil approached Invincible to assume his father's mantle as the GDA's top operative. Mark accepted the offer, which included a college scholarship and financial security for his mother, receiving his own earpiece and pager.

Now more than ever, the Global Defense Agency is looking for new heroes to help protect the world, ready to hand out an earpiece to those they believe can make a difference or anyone they want to watch more closely.

The Guardians of the Globe

The Guardians of the Globe are Earth's greatest champions and the world's most prolific super team.

Purpose: Fight for truth and justice.

Tactics: Known as the world's mightiest superheroes, the Guardians of the Globe typically take a direct approach to problems – punching them until they're no longer an issue. While this strategy evolves somewhat under Robot's leadership, many members rely on it.

Resources: The team has access to the very best in technology and equipment. The original team benefited greatly from War Woman and Darkwing's wealth, while the new team enjoys a similar advantage thanks to their official sanctioning by the GDA.

Personnel: The original members included founders War Woman (page xx) and Darkwing (page xx), the enigmatic Immortal (page xx), the lightning-fast Red Rush (page xx), the alien exile Martian Man (page xx), the mystic Green Ghost (page xx), the super-strong and durable Black Samson (page xx), and the Atlantean monarch Aquarus (page xx).

In the absence of the original team, Cecil Stedman appointed Robot (page xx) as the Guardians of the Globe leader. Dupli-Kate (page xx) and Rex Splode (page xx) were also inducted, joined by newcomers Monster Girl (page xx) and Shrinking Ray (page xx). Later, Black Samson, the invulnerable hero Bulletproof (page xx), and the Immortal returned to fill out the team's roster. Though not a formal member, Atom Eve (page xx) has fought alongside the Guardians.

Background: The Guardians of the Globe have operated from a secret Rocky Mountain base in Utah since the 1980s. With an impeccable track record, the team earned the public's trust and became the highest-profile superhero team in the world for decades.

Though never an official member, Omni-Man frequently collaborated with the original Guardians. In time, it turned out that his association with the team was ultimately a strategy to weaken potential threats to the Viltrumites' plans. The Guardians were murdered by Omni-Man just before his secrets were revealed to the public. Only Black Samson and the Immortal survived – the former by his removal from the team just prior to the massacre, and the latter by returning to life as he has done many times over the centuries.

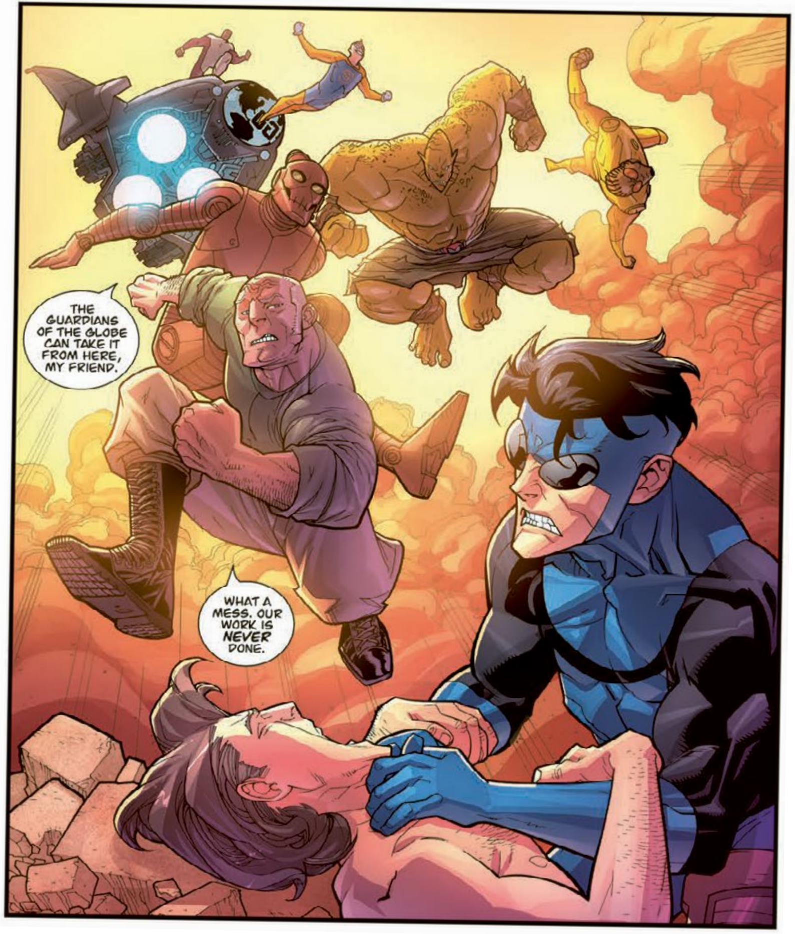
After Omni-Man left Earth, the GDA took a more active role in overseeing the new Guardians of the Globe. Following their first missions, the GDA expressed dissatisfaction with the new team's performance. In response, the GDA added Bulletproof to the roster and brought in the Immortal as a consultant to help improve its effectiveness.

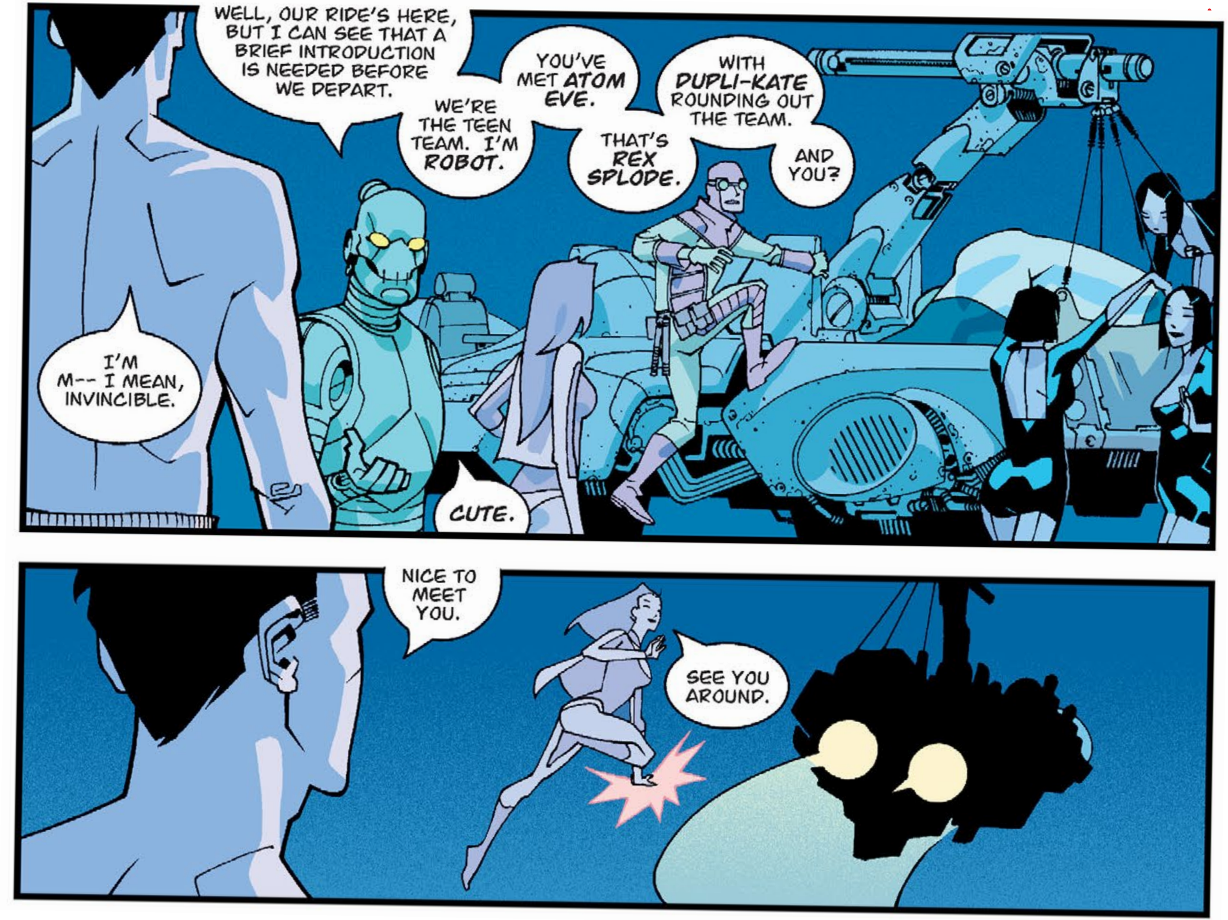
Action Hooks

- The Guardians of the Globe are off-planet and call for reinforcements when the Lizard League attacks the Federal Reserve.
- The Guardians request assistance to rescue hundreds of civilians trapped under rubble from their recent battle in the city.
- A prisoner transport is attacked before reaching Stronghold Penitentiary, and the Guardians of the Globe are unable to locate some of the escaped inmates.
- The Guardians suspect that a high-yield bomb has been planted somewhere in the subway system.
- A convoy carrying top-secret GDA equipment for the Guardians of the Globe is hijacked.

Social Hooks

- A former supervillain wants to reform and join the Guardians of the Globe, and since they want an outside opinion, you are asked to help vet them.
- An investigator hired by the Guardians wants to question you about a grisly murder that has been making headlines.
- Your team receives an invitation to the Guardians-sponsored annual banquet, celebrating superheroes who have made a significant impact.
- The Immortal is waiting for you when you return home to tell you that he's keeping an eye on you.
- Tryouts are being held for a new spot on the Guardians of the Globe roster, and you've been asked to consult during the selection process.


THE GUARDIANS OF THE GLOBE CAN TAKE IT FROM HERE, MY FRIEND.
WHAT A MESS. OUR WORK IS NEVER DONE.


WELL, OUR RIDE'S HERE, BUT I CAN SEE THAT A BRIEF INTRODUCTION IS NEEDED BEFORE WE DEPART.
WE'RE THE TEEN TEAM. I'M ROBOT.
YOU'VE MET ATOM EVE.
THAT'S REX SPLODE.
WITH DUPLI-KATE ROUNDING OUT THE TEAM.
AND YOU?
I'M M-- I MEAN, INVINCIBLE.
CUTE.
NICE TO MEET YOU.
SEE YOU AROUND.

The Teen Team

The Teen Team, as the name suggests, was a group of next-generation super-powered teenagers figuring out how to be superheroes.

Purpose: Fight crime and progressively bigger threats to make a difference.

Tactics: The Teen Team worked well together, effectively planning and coordinating to leverage their individual strengths for a successful outcome – unless they were in over their heads.

Resources: While they did not have the luxury of external support, the Teen Team was well-equipped for the challenges they regularly faced, with Robot primarily funding their facility, technology, and other assets.

Personnel: The roster consisted of their mechanically advanced leader Robot (page xx), the matter manipulator Atom Eve (page xx), the explosively charged Rex Splode (page xx), and the self-cloning Dupli-Kate (page xx).

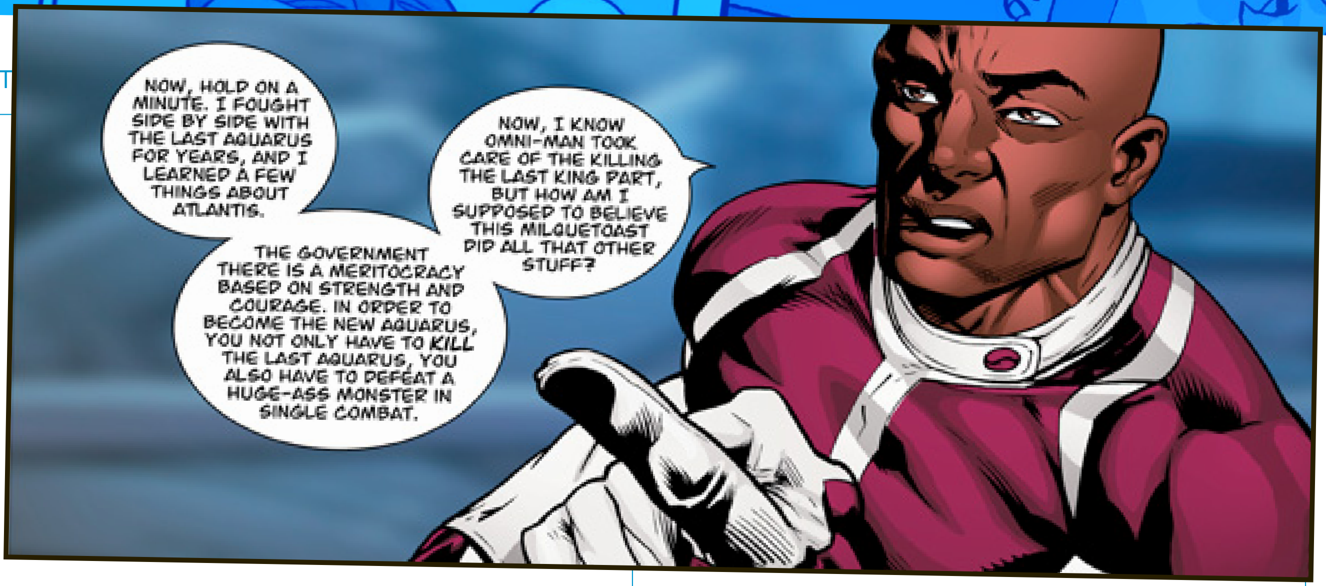
Background: The Teen Team formed around the same time that Mark Grayson's powers first emerged. They operated out of a secret base located inside a large bridge pillar, where Robot monitored potential threats and conducted experiments. While Invincible was never a formal member, he worked with the team during the early days of his career, building mutual respect and a friendship with Robot, a subtle rivalry with Rex Splode, and a close partnership with Atom Eve.

You Gotta Start Somewhere

The Teen Team plays a crucial role in the comics, serving as both a foundation and a training ground for young super-powered teenagers to learn the ropes of being a superhero. Through their failures and triumphs, the team experienced the realities and responsibilities of heroism. Although Invincible wasn't an official member, the friendships he formed and the allies he gained were key to his development during those early days. For the game, the Teen Team can serve as a model for how your super team can shape your characters' journey when they're just starting out.

The Teen Team was disbanded by Robot when he received an invitation to try out for the Guardians of the Globe, reasoning that he couldn't be on two teams at once and that the team's name would be inaccurate in a couple of years anyway. The bridge base was left open for the former team members' private use.

The Teen Team achieved remarkable success by super team standards over nearly four years of missions, defeating foes like the Mauler Twins, lava creatures, invaders from beyond, and the rampaging Elephant.


NOW, HOLD ON A MINUTE. I FOUGHT SIDE BY SIDE WITH THE LAST AQUARUS FOR YEARS, AND I LEARNED A FEW THINGS ABOUT ATLANTIS.
THE GOVERNMENT THERE IS A MERITOCRACY BASED ON STRENGTH AND COURAGE. IN ORDER TO BECOME THE NEW AQUARUS, YOU NOT ONLY HAVE TO KILL THE LAST AQUARUS, YOU ALSO HAVE TO DEFEAT A HUGE-ASS MONSTER IN SINGLE COMBAT.
NOW, I KNOW OMNI-MAN TOOK CARE OF THE KILLING THE LAST KING PART, BUT HOW AM I SUPPOSED TO BELIEVE THIS MILQUETOAST DID ALL THAT OTHER STUFF?

The Atlanteans

The Atlanteans are a semi-amphibious humanoid race that has built a highly advanced civilization in the depths of the Atlantic Ocean.

Purpose: Preserve and protect the world's oceans, as well as safeguard the people of Atlantis from the negative impacts of surface-dwellers.

Tactics: Atlanteans make full use of their advanced technology and deep knowledge of their unique underwater environment in both foreign relations and warfare. They prefer to manipulate situations to ensure that any encounters take place beneath the waves.

Resources: Atlantean society is characterized by technology that far surpasses what is typically available on the surface, using unique principles to manipulate water in innovative and unrevealed ways. Atlantis is also home to valuable natural resources. The current tense coexistence between Atlantis and the surface world has resulted in regulated but significant trade, but the Atlanteans remain self-sufficient and largely isolated.

Personnel: Few Atlanteans are known to humans, but the most famous is Aquarus (page xx), the former Guardians of the Globe member and Atlantean monarch, who was killed during Omni-Man's attack on the team. His widow, Aquaria, has taken the former vizier Lethan as her consort and now reigns as the queen of Atlantis.

Background: For thousands of years, the Atlanteans remained hidden from surface-dwellers, with only a few isolated cover-ups and brief violent encounters. This changed in the 20th century, when they made formal contact with humans for the first time. Today, an uneasy peace exists between the kingdom of Atlantis and human governments, but the Atlanteans fiercely protect the secrets of their technological marvels and generally resent the impact surface-dwellers have had on their oceanic home. Despite this, they trade valuable natural resources with the surface world, and any conflict between the two could potentially cripple the global economy.

After the truth about Omni-Man's murder of Aquarus was made public, the Atlanteans approached the GDA, demanding that Mark Grayson be handed over to their custody. According to Atlantean law, the killer of a husband must marry the widow if no other suitable mate is found. Since Omni-Man was off-planet, the Atlanteans wanted Mark to fulfill this duty. Upon arriving in Atlantis, Mark was prepared for the wedding ceremony by the vizier Lethan, who informed him that he would need to battle a depth-dweller creature as part of the ritual. Mark quickly realized that Lethan was in love with Aquaria, and together, they devised a plan – Mark feigned cowardice at the start of the battle and secretly aided Lethan to defeat the creature. This gave Lethan the chance to declare his love for Aquaria, ultimately becoming the queen's consort and eventual ruler of Atlantis. Relieved from the duty, Mark left Atlantis.

Action Hooks

✴ Supervillains steal an experimental steam weapon from Atlantis and test it by attacking a military base.
✴ Octoboss (page xx) and the Squidmen attack the heart of Atlantis, and the Atlanteans call for your aid!
✴ For unknown reasons, Atlantean soldiers attack a cargo ship in the city's port.
✴ A bomb explodes at the Atlantean embassy – a suspect is fleeing with authorities in pursuit.
✴ Shots are fired at the Atlantean keynote speaker at a climate crisis convention.
✴ A submersible carrying a high school class on a field trip to the Atlantis visitor center is attacked by a monstrous sea creature.

Social Hooks

✴ Collateral damage from one of your team's recent battles has released toxic chemicals into the ocean, and the Atlanteans demand accountability.
✴ Queen Aquaria and Lethan plan an official visit to the city, and the GDA requests that your team be the one to provide security.
✴ Dozens of Atlantean corpses wash ashore under the boardwalk.
✴ Aquatic wildlife along the Eastern Seaboard becomes unusually aggressive, and the press blames Atlantis.
✴ You receive letters from an Atlantean secret admirer who follows your heroic exploits in the news.
✴ The GDA asks you to investigate reports of an exiled Atlantean secretly living at the local aquarium.

The Lizard League

The Lizard League is a nefarious terrorist organization of lizard-themed supervillains.

Purpose: Dominate the world.

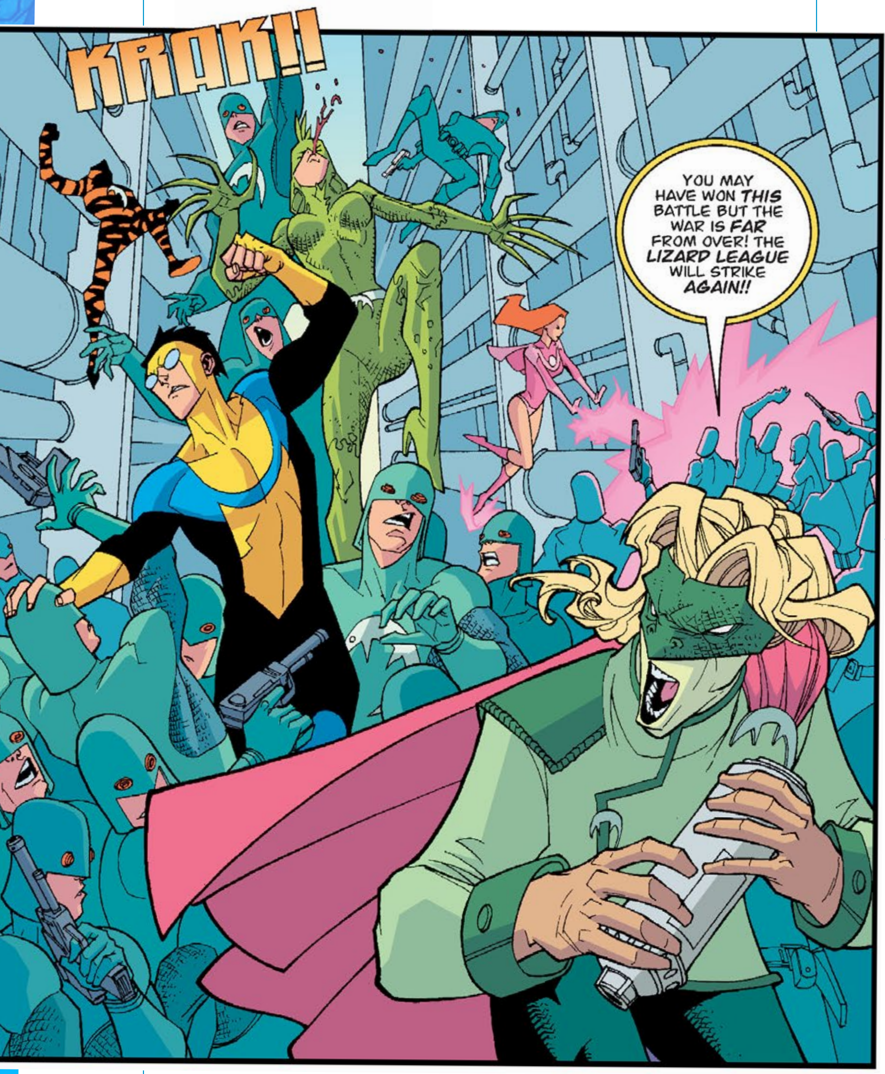
Tactics: The Lizard League employs predatory tactics – such as displaying force, exploiting weaknesses, and being willing to kill – to achieve their goals. While they are generally not subtle, they carefully choose targets and situations that they believe improve their chances of success, avoiding anything they consider too difficult to overcome.

Resources: The limits are not yet known, but the league appears to have significant wealth, advanced military technology, and the boldness to try to seize anything else they believe they need.

Personnel: The Lizard League is led by the charismatic King Lizard (page xx), with the agile Iguana (page xx), powerful Komodo Dragon (page xx), and toxic Salamander (page xx) acting as super-powered enforcers. The league's ranks are also filled with trained soldiers and an unknown number of other operatives.

Background: The Lizard League's first reported activity was an attack on a building in an attempt to steal an unidentified canister. The heist was thwarted by Invincible and Atom Eve, but King Lizard vowed that it wouldn't be the last time Invincible encountered them. Although King Lizard was imprisoned, he secretly continued to lead the organization from behind bars. After his orders abruptly stopped without warning some time later, Supreme Lizard took the opportunity to seize control. King Lizard returned and killed Supreme Lizard, explaining that the gap in orders was due to him undertaking his successful escape.

Following Lizard King's return, the Lizard League took over a nuclear missile silo in Wyoming. With several other members of the Guardians of the Globe off-world, Rex Splode, Shrinking Ray, and Dupli-Kate were sent to stop them. During the battle, Dupli-Kate and Shrinking Ray were brutally killed by Komodo Dragon. Rex retaliated against Komodo Dragon by blowing up his own hand inside the villain's mouth to kill him. Rex believed the battle to be over, only to be ambushed and shot in the head by King Lizard.

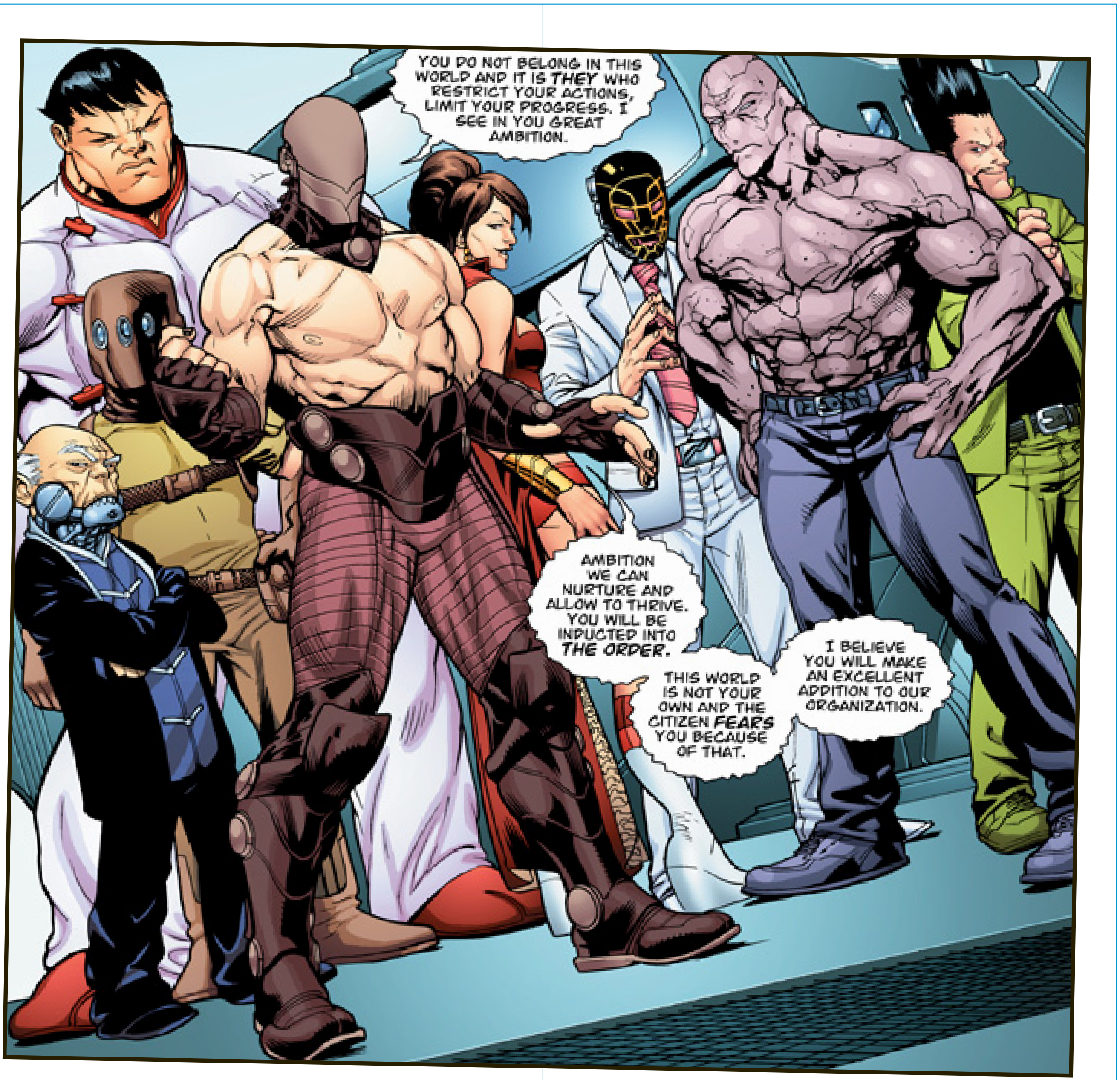

KRAK!!
YOU MAY HAVE WON THIS BATTLE BUT THE WAR IS FAR FROM OVER! THE LIZARD LEAGUE WILL STRIKE AGAIN!!

Action Hooks

- Police officers clash with Lizard League soldiers in the streets of the city.
- The Lizard League orchestrates a breakout at Stronghold Penitentiary to free King Lizard.
- Lizard League agents kidnap a senator's daughter, and the local news broadcasts their ransom demands.
- The Lizard League field tests three heavily armed battle-blimps in the skies over the city.
- Infighting erupts between two factions of the Lizard League – each led by seemingly identical copies of King Lizard – on downtown rooftops.
- The GDA enlists your team to infiltrate and destroy the Lizard League's headquarters in the Everglades.

Social Hooks

- You uncover evidence that the person you're dating is actually a Lizard League spy.
- The GDA uncovers a network of shell corporations they believe are funding the Lizard League.
- A family member is recruited by the Lizard League.
- The Lizard League live-streams false, incriminating statements about you and your team, and the comments section shows that people are starting to believe them.
- King Lizard requests that you visit him at Stronghold Penitentiary.
- Lizard League saboteurs take down the power grid for half the city, and the GDA wants to know the reason behind it.


YOU DO NOT BELONG IN THIS WORLD AND IT IS THEY WHO RESTRICT YOUR ACTIONS, LIMIT YOUR PROGRESS. I SEE IN YOU GREAT AMBITION.
AMBITION WE CAN NURTURE AND ALLOW TO THRIVE. YOU WILL BE INDUCTED INTO THE ORDER.
THIS WORLD IS NOT YOUR OWN AND THE CITIZEN FEARS YOU BECAUSE OF THAT.
I BELIEVE YOU WILL MAKE AN EXCELLENT ADDITION TO OUR ORGANIZATION.

The Order

The Order is an organized super crime syndicate with extensive influence over a wide range of illicit activities.

Purpose: Celebrate and profit from the evils of the world to amass money and power.

Tactics: The Order's tactics are as diverse as their leadership. Some territories rely on brute force and intimidation, while others employ secrecy and espionage, and still others focus on efficient training and sophisticated combat strategies.

Resources: With territories in key locations around the world and involvement in every type of crime, the Order can collectively obtain virtually anything they want or need, given enough time.

Personnel: The Order was established by their leader Set (page xx). Other members include Mister Liu (page xx), Titan (page xx) and his lieutenant Isotope (page xx), Embrace (page xx), the Walking Dread (page xx), Machine Head (page xx), the Face (page xx), Insomniac (page xx), Red Eye (page xx), the second War Woman (page xx), Slaying Mantis (page xx), and Octoboss (page xx).

Background: The Order was founded by the malevolent immortal Set as part of his plan to conquer Earth and win his never-ending war against his brother Thoth. Set recruited various crime lords, each overseeing key territories around the world, to form an alliance aimed at eliminating the Guardians of the Globe and allowing the Order to operate without interference.

Mister Liu controlled the Asian territories, while Titan ruled over New York City and Machine Head took charge of Los Angeles. Embrace managed the Middle East from her stronghold in Israel, and the Walking Dread held dominion over Eastern Europe from Poland. The Face commanded Canada and parts of the Northwestern United States. Insomniac watched over Egypt and Northern Africa, and Red Eye led South America. War Woman ruled the isle of Amazonia in the Mediterranean Sea, Slaying Mantis was in charge of Ireland, and Octoboss extended the Order's reach into the depths of the world's oceans.

After its formation, the Order launched coordinated attacks on several cities, including Chicago, London, Madrid, Sydney, Cairo, and Rio de Janeiro, sending a clear message to the world – and particularly to the Guardians of the Globe.

After continued skirmishes to spread further chaos, the Order destroyed the city of Paris and planned to move on the GDA headquarters in Washington D.C. However, the Guardians of the Globe caught up to and confronted them in France. During the battle, Brit unmasked Set, triggering his powers and causing both the Guardians and the Order members to come to a disoriented standstill. Enraged by this violation of his game, Set retreated to an unknown location, and the other members of the Order fled before the Guardians could recover and capture them.

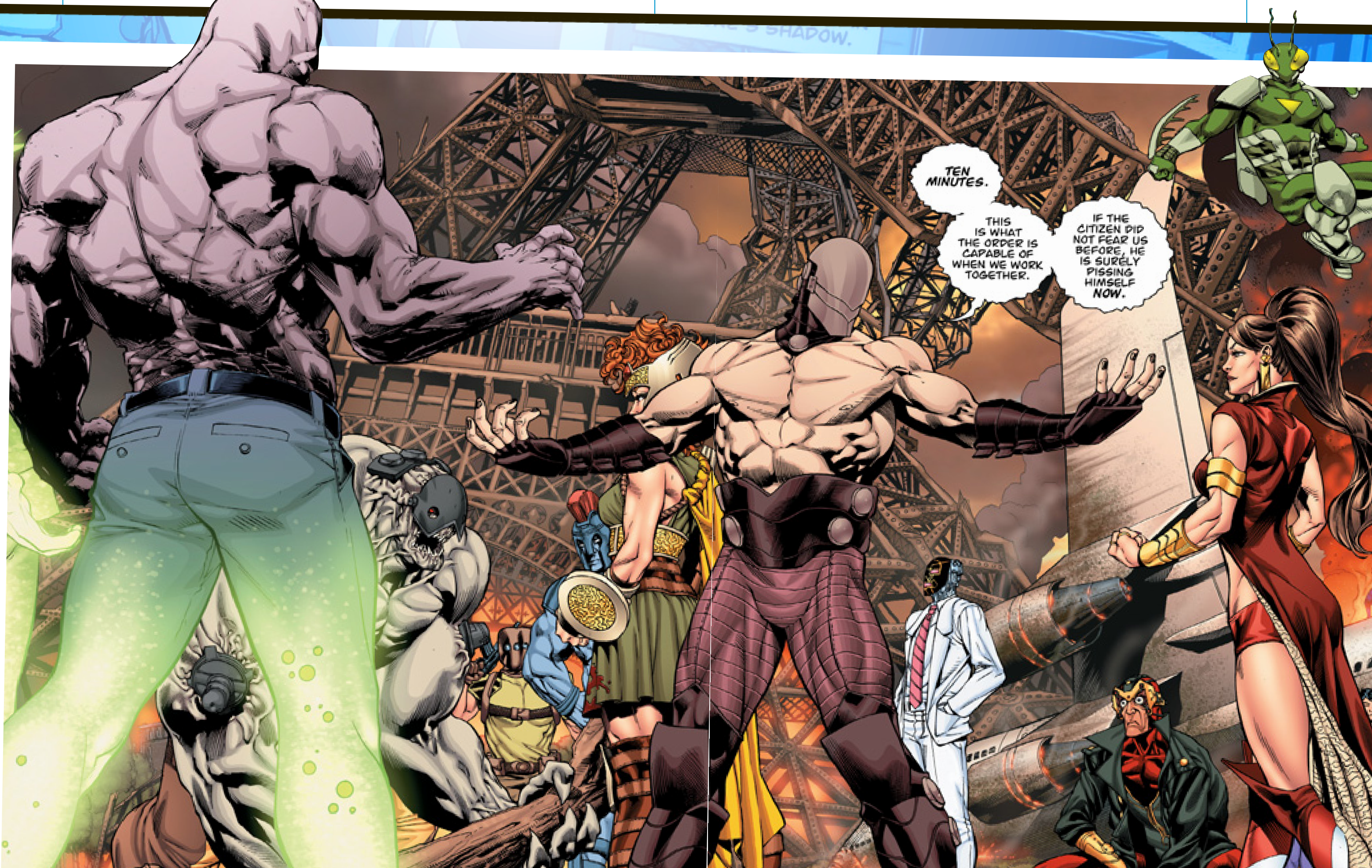
Despite these setbacks, the remaining members of the Order are still out there, waiting for the next opportunity to extend their power.

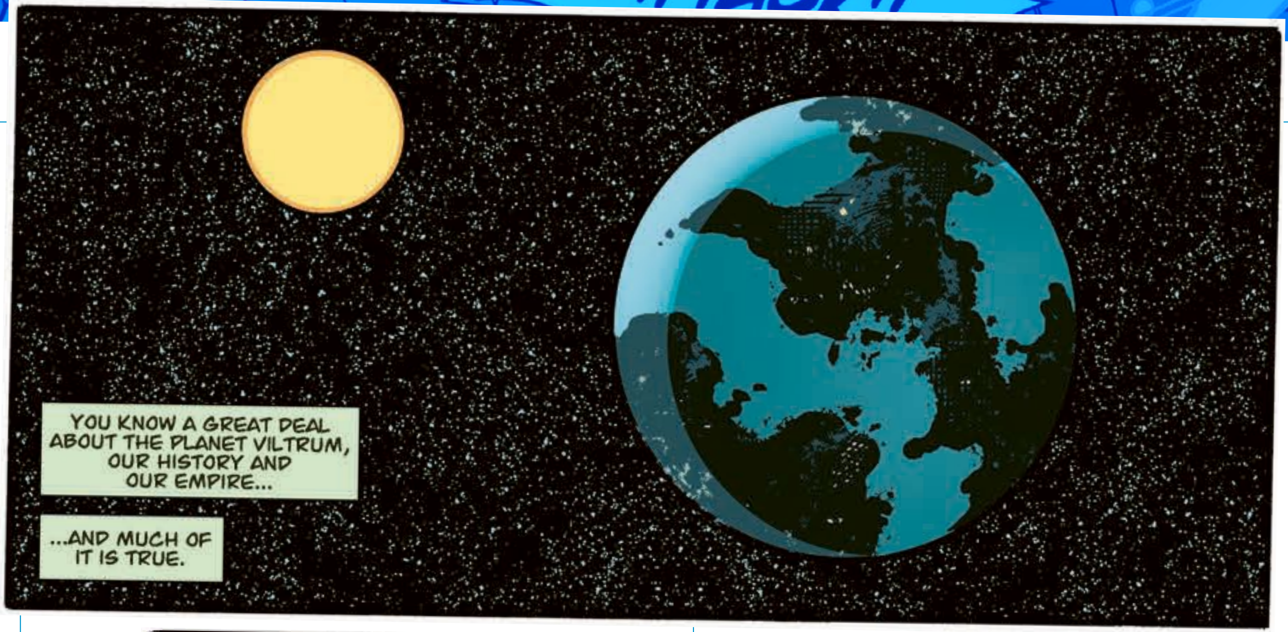
Action Hooks

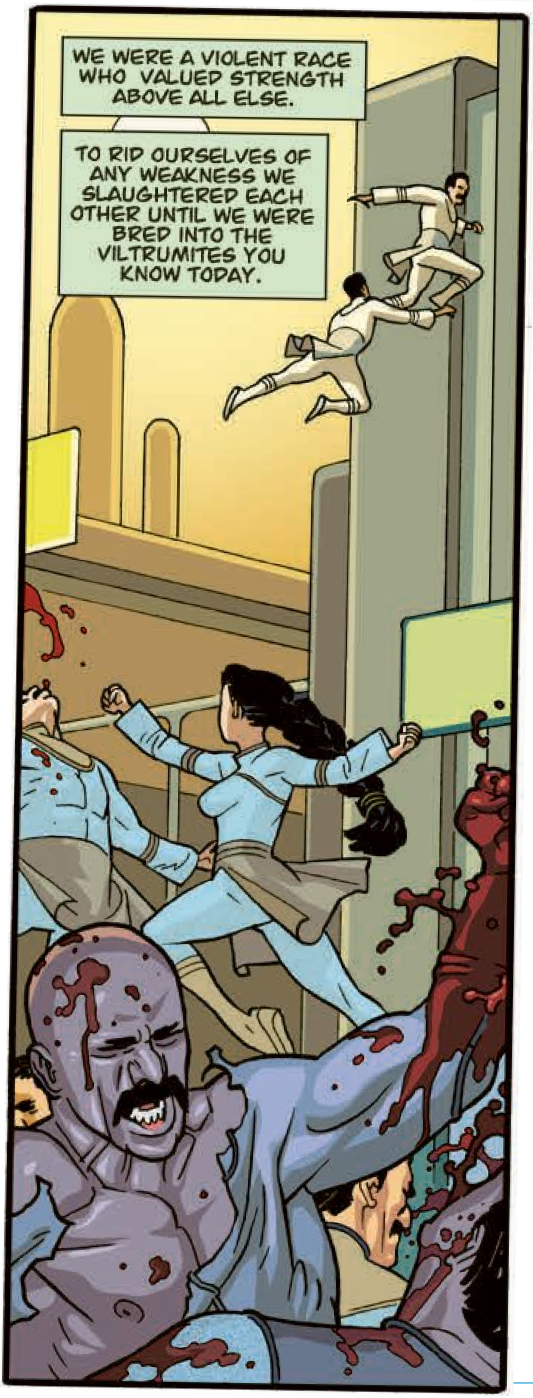
- The motorcade carrying a key witness in an arms trafficking case against the Order is ambushed on the way to the courthouse.
- Customs agents seize a massive package smuggled into the country by the Order, but it's shaking and splintering open.
- Octoboss and the Squidmen attack a cruise ship in the Bahamas during Super Science Week.
- Thanks to trickery by Embrace, a scorned warlord retaliates against a local military base.
- A violent disagreement between Mister Liu and Titan's forces spills into the streets.
- Without warning, Isotope teleports multiple enforcers for the Order into your team's base.

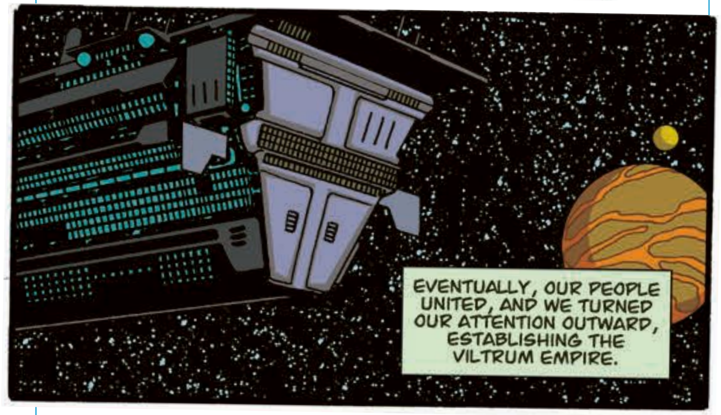
Social Hooks

- Goons working for the Order attempt to bribe you into looking the other way.
- The Order discovers your secret identity and uses it to blackmail you.
- The legal team for Machine Head calls you as a witness in his trial for a crime you allegedly witnessed him commit.
- A friend asks for your help cleaning up after their apartment was destroyed during one of Mister Liu's rampages in his dragon form.
- An assassin claims the Order hired them to kill you but offers to drop the contract if you pay them more than the original hit price.
- Titan tips you off about a planned crime that would strengthen the reach of one of his enemies.


TEN MINUTES.
THIS IS WHAT THE ORDER IS CAPABLE OF WHEN WE WORK TOGETHER.
IF THE CITIZEN DID NOT FEAR US BEFORE, HE IS SURELY PISSING HIMSELF NOW.


YOU KNOW A GREAT DEAL ABOUT THE PLANET VILTRUM, OUR HISTORY AND OUR EMPIRE...
...AND MUCH OF IT IS TRUE.


WE WERE A VIOLENT RACE WHO VALUED STRENGTH ABOVE ALL ELSE.
TO RID OURSELVES OF ANY WEAKNESS WE SLAUGHTERED EACH OTHER UNTIL WE WERE BRED INTO THE VILTRUMITES YOU KNOW TODAY.


EVENTUALLY, OUR PEOPLE UNITED, AND WE TURNED OUR ATTENTION OUTWARD, ESTABLISHING THE VILTRUM EMPIRE.

The Viltrum Empire

The Viltrum Empire is a tyrannical regime of ruthless warriors dedicated to conquest that have expanded their territory across the stars.

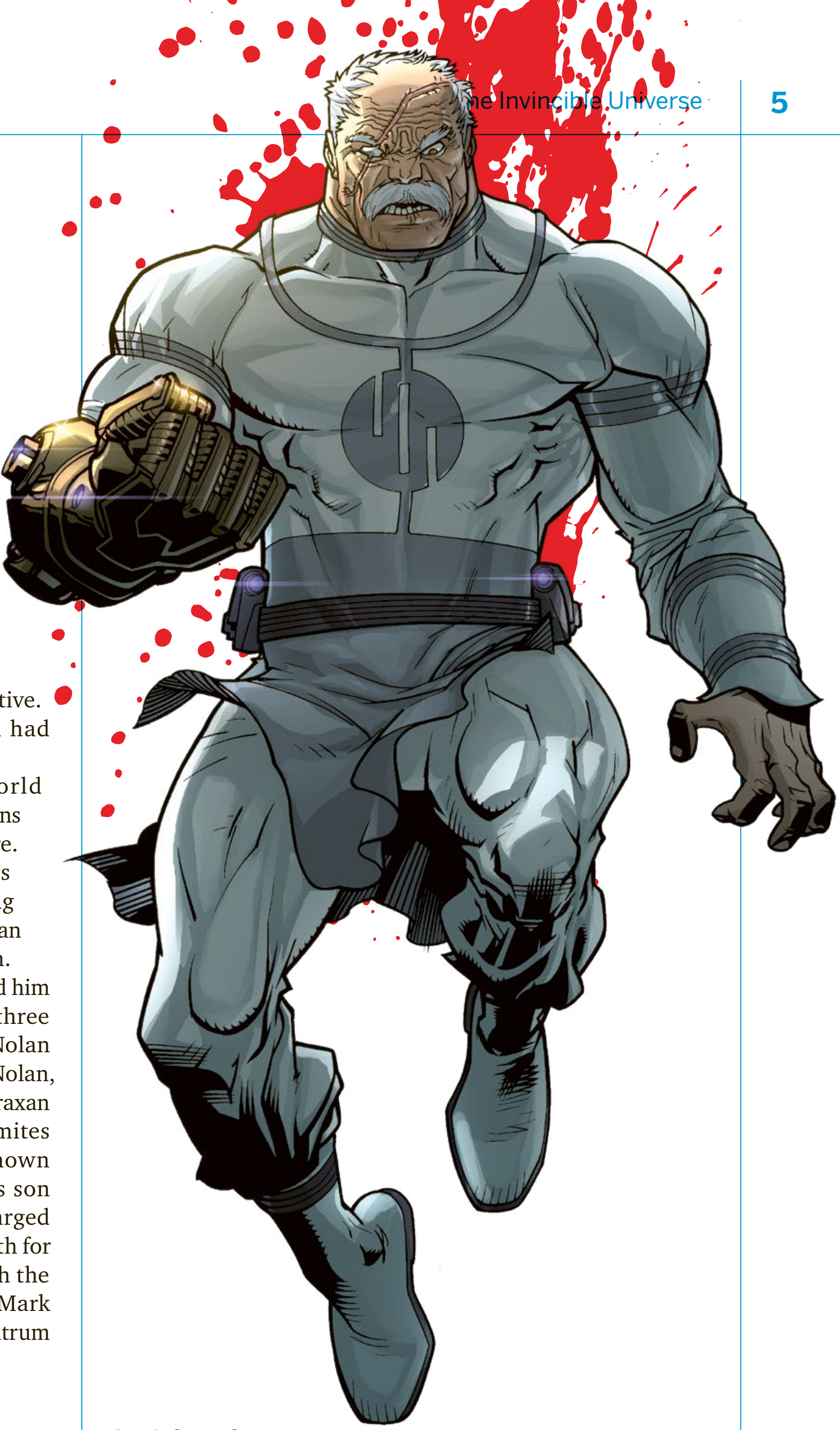
Purpose: Subjugate weaker species and expand the empire's reach to rule the universe.

Tactics: The Viltrum Empire has been unchallenged for so long that they typically carry out their directives in the most brutally efficient way possible.

Resources: The Viltrum Empire boasts scientific and technological advancements unmatched anywhere else in the universe. Their immense wealth is further augmented by the hundreds of worlds they have conquered.

Personnel: The Viltrum Empire is ruled by Grand Regent Thragg (page xx). Other notable Viltrumites operating on behalf of the empire are General Kregg (page xx), Conquest (page xx), and Anissa (page xx). Nolan Grayson, once Earth's most powerful superhero Omni-Man (page xx), has been branded a traitor to the empire since he abandoned his post on Earth.

Background: After the civil war that devastated their planet, the remaining Viltrumites established the World Conquering Committee, a group responsible for expanding the empire. Their strategy played out in a simple pattern – planets chosen for assimilation would be given an offer to join the empire voluntarily in exchange for access to Viltrumite technology and aid, but those that refused were destroyed by the brutal might of the Viltrumites.



After thousands of years of expansion, the Viltrum Empire reached their limit. Supply lines were stretched thin, and the empire no longer had the resources to send armies of Viltrumites to every planet they wished to conquer. In an attempt to compensate, they began conscripting the armies of conquered planets to serve as invasion forces, such as the Kresh, but this approach proved ineffective. The Viltrumites realized their rapid expansion had plateaued, and a new strategy was needed.

Elite soldiers were selected from the World Conquering Committee to undertake 500-year missions to prepare suitable planets for inclusion in the empire. These missions involved studying the planet's inhabitants, weakening their defenses, and softening the population's resistance for eventual invasion. Nolan Grayson was assigned to one such mission on Earth.

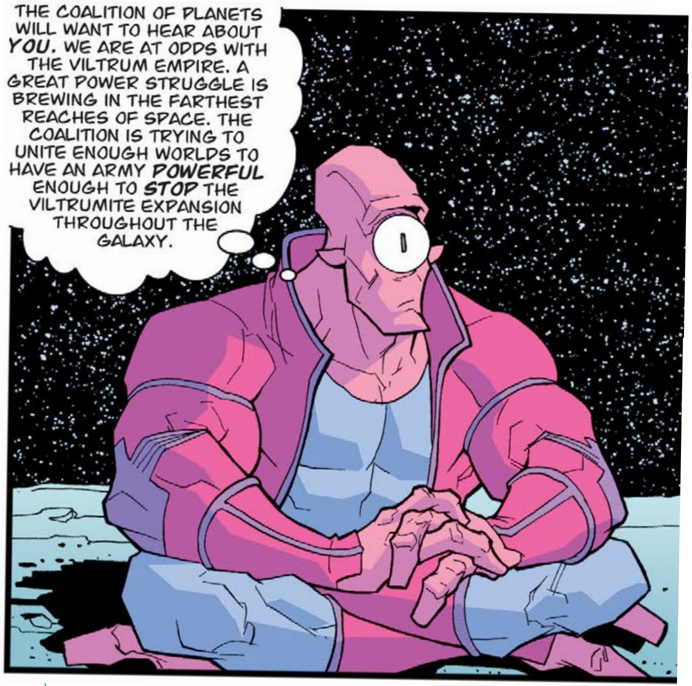
After Nolan fled Earth, the Viltrum Empire tracked him to the planet Thraxa (page xx), where they sent three Viltrumites to capture him. They confirmed that Nolan had fathered two sons. Following a battle between Nolan, Mark, and the Viltrumites – resulting in countless Thraxan deaths and widespread destruction – the Viltrumites captured Nolan and carried him off to an unknown location, but not before he got a message to his son encouraging him to read his books. Mark was charged with completing his father's mission to prepare Earth for conquest within the next one hundred years – with the warning that if he failed, he would be executed. Mark returned to Earth, hoping to find a way to stop the Viltrum Empire before his time runs out.

Action Hooks

- ✴ A Viltrumite on patrol spots your spaceship and launches an attack.
- ✴ Rebel forces on a planet under Viltrumite rule send a distress signal, claiming their hideout has been discovered.
- ✴ A power signature is detected coming from a Viltrumite laboratory that was previously thought to be abandoned.
- ✴ The Viltrum Empire orders a Kresh squad to test Talescria's defenses.
- ✴ Previously unknown intelligence about the Viltrum Empire is uncovered on an uncharted planet, but when the data is accessed, an alarm beacon is triggered.
- ✴ A wealthy admirer of the Viltrumite ways, who commissioned a power suit to emulate their abilities, claims the city as their own.

Social Hooks

- ✴ A Viltrumite scout is spotted silently observing near Earth's moon outpost.
- ✴ The GDA receives a report of an unconscious Viltrumite on a nearby planet and requests that you apprehend them.
- ✴ An unidentified life form is discovered while scavenging the remains of a planet destroyed by the Viltrum Empire.
- ✴ The GDA asks you to interview some of the survivors from a planet recently destroyed by the Viltrum Empire.
- ✴ A Viltrumite claiming to be from an alternate dimension (page xx) wishes to speak with you about his dimension's version of yourself.
- ✴ The Coalition of Planets requests that you investigate reports of a rogue Viltrumite.


THE COALITION OF PLANETS WILL WANT TO HEAR ABOUT *YOU*. WE ARE AT ODDS WITH THE VILTRUM EMPIRE. A GREAT POWER STRUGGLE IS BREWING IN THE FARTHEST REACHES OF SPACE. THE COALITION IS TRYING TO UNITE ENOUGH WORLDS TO HAVE AN ARMY *POWERFUL* ENOUGH TO *STOP* THE VILTRUMITE EXPANSION THROUGHOUT THE GALAXY.

The Coalition of Planets

The Coalition of Planets (COP) is an intergalactic federation of worlds – and the only known force willing to directly challenge the power of the Viltrum Empire.

Purpose: Unite worlds and allies to oppose and end the expansion of the Viltrum Empire.

Tactics: The Coalition of Planets favors tactics that uphold integrity and follow traditional rules of engagement. However, this stance has eroded over time in light of the ever-growing threat of continued Viltrumite expansion.

Resources: Based on the prosperous and highly advanced planet Talescria, the Coalition of Planets possesses considerable wealth, which it has mostly directed toward developing a weapon or other means to stand against the Viltrumites.

Personnel: The Coalition of Planets was founded by Thaedus (page xx). The High Council is made up of representatives from various planets, with known worlds including Talescria, Unopa, and Geldaria. Other members and allies of the Coalition include Allen the Alien (page xx), Telia (page xx), Space Racer (page xx), Atom Eve (page xx), and Invincible (page xx).

Background: Thaedus originally formed the Coalition of Planets to find a way to stop the devastating advance of the Viltrum Empire. Today, the Coalition consists of hundreds of worlds, all united by values of freedom, equality, peace, and cooperation. It is governed by the High Council, made up of elected representatives from member planets, many of whom are survivors of Viltrumite aggression. These representatives provide valuable intelligence on the Viltrum Empire's methods and weaknesses, helping the Coalition develop their tactics. One such contribution led to the creation of Allen the Alien.

Allen became the first sanctioned Champion Evaluation Officer, tasked with visiting member worlds and testing their strongest heroes to see if anyone could challenge the Viltrumites. During a visit to Earth (which he mistakenly thought was Urath), Allen discovered Mark Grayson, a Viltrumite who grew up without knowledge of his true heritage and had no loyalty to the Viltrum Empire. He also learned that Invincible's father Nolan was a Viltrumite who had rejected his charge to prepare Earth for conquest. These revelations were unprecedented, so Allen rushed back to Talescria to give the intelligence to the Coalition's High Council.

Soon after delivering his report, Allen was ambushed by three Viltrumite agents seeking information about Nolan's desertion, and he was severely injured in the attack. Although Coalition doctors saved his life, the incident exposed a terrifying truth – there was a mole within the upper ranks of the Coalition of Planets. In response, Thaedus ordered Allen to make his reports in secret and provide false information to the other representatives to attempt to expose the traitor.

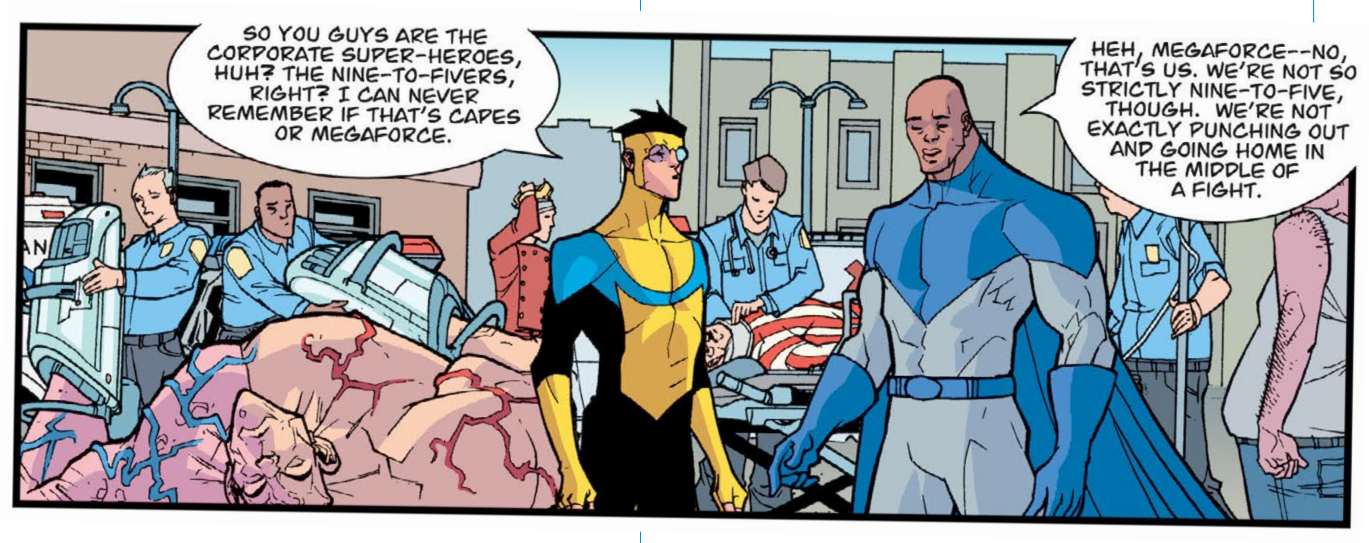
Despite this setback, the story of Nolan Grayson's actions and Mark Grayson's defiance has brought great hope to the Coalition of Planets. The war between the Coalition and the Viltrum Empire is inevitable, with the fate of the known universe hanging in the balance.

Action Hooks

- The engines of a Coalition scientific vessel are damaged, sending the ship hurtling toward the surface of a star.
- The annual memorial parade on Talescria is attacked by stolen GDA drones.
- A long-simmering gang war erupts in the streets of one of Talescria's largest cities.
- Earthquakes devastate Talescria, causing massive destruction and leaving thousands of citizens stranded and in danger.
- The Coalition discovers a derelict Viltrumite warship and loses contact with the team they sent to explore it.
- A mercenary space fleet, hired by an unknown party, attacks a key Coalition trade route.

Social Hooks

- The Coalition requests that you accompany a delegation traveling to a world bordering the Viltrum Empire.
- Thaedus invites you to recount your exploits to the Coalition High Council.
- Telia asks you to join the strike force for an upcoming mission.
- A High Council member is dead, and foul play is suspected.
- The Geldarian High Council representative reports they've lost contact with Tech Jacket and fear the worst.
- A humanitarian relief team is dispatched to transport refugees to Talescria, but they need protection from the local wildlife.


SO YOU GUYS ARE THE CORPORATE SUPER-HEROES, HUH? THE NINE-TO-FIVERS, RIGHT? I CAN NEVER REMEMBER IF THAT'S CAPES OR MEGAFORCE.
HEH, MEGAFORCE--NO, THAT'S US. WE'RE NOT SO STRICTLY NINE-TO-FIVE, THOUGH. WE'RE NOT EXACTLY PUNCHING OUT AND GOING HOME IN THE MIDDLE OF A FIGHT.

Other Notable Organizations

Some additional organizations from the comics are briefly described below.

Capes Incorporated: The superhero team Capes, Inc. is a privately-owned company that employs superpowered individuals, providing salaries and corporate health benefits in exchange for their services. The heroes on the payroll punch a time clock, take lunch breaks, and get overtime pay.

The company was founded in the early sixties by Big Brain and the Meteor Twins, and over the years, it has employed several popular superheroes, including Bolt (page xx), Claire Voyant (page xx), Knockout (page xx), and Kid Thor (page xx).

Since its inception, Capes, Inc. has been called upon to assist with numerous crises – a battle against Chronodile that led to the deaths of many of their members, a showdown with their former founder Big Brain, the first encounter with the world-destroying Omnipotus, and the Invincible War.

The Actioneers: Based in New York, the Actioneers are a crime-fighting superhero team that occasionally assists the Global Defense Agency (page xx). The team consists of Sergeant Superior, Kinetic (page xx), Mecha-Maid (page xx), Code Blue, Minotaur, and later Powerplex (page xx).

Sergeant Superior was killed by Gary Hampton (page xx) shortly after his transformation into a werewolf. The vampire Zechariah revived him, turning him into a fellow creature of the night. Eventually, Zechariah had Sergeant Superior convert the rest of the human members of the team into vampires for his own purposes – except for Mecha-Maid, who was immune to the curse. The team was captured and imprisoned until Zechariah's death, which cured them of their vampirism.

The Actioneers later returned to action, now allied with the GDA to protect the world once again. When Cecil Stedman (page xx) sought to reform Scott Duvall after his capture, Powerplex joined the team. Though Powerplex still struggles to control his hatred of Invincible, the Actioneers are supporting him as he tries to turn over a new leaf.

The Wolf C.O.R.P.S.: After killing Elder Brood and becoming the leader of werewolves worldwide, Gary Hampton (page xx) established the Wolf C.O.R.P.S., a team of werewolf crimefighters. As the new elder, Wolf-Man's goal was to improve the lives of his newly-recognized tribe by guiding them to make everyone's lives better – to make their lives worth living and give them a new purpose.

After overcoming some of his initial uncertainty over whether he should be worried about an organized army of werewolves wreaking havoc on the world, Cecil Stedman and the GDA worked with the Wolf C.O.R.P.S. on several occasions, including the disaster relief effort in the wake of the tidal surge caused by Dinosaurus (page xx).

The Kresh: A spacefaring civilization whose empire once spanned entire galaxies, the Kresh were eventually conquered and became a vassal state of the Viltrum Empire (page xx). The Kresh naturally exist in a gaseous form and wear specially designed containment suits to operate outside their home planet.

After centuries of war with the Geldarians (page xx), the Kresh began to gain the upper hand in the conflict. In response, the Geldarians sent a scout ship to seek help from neighboring galaxies. While traveling through a less advanced galaxy, the scout ship was discovered by a Kresh vessel. The ensuing battle resulted in the destruction of the Kresh ship, but the damaged Geldarian vessel was forced to crash land on Earth, setting the stage for Zack Thompson to become Tech Jacket (page xx).

Tech Jacket aided the Geldarians in their war against the Kresh, eventually forcing their retreat and ending the conflict. Seeking revenge, the Kresh followed Zack back to Earth, launching an attack on the planet. Once again, Tech Jacket repelled their assault.